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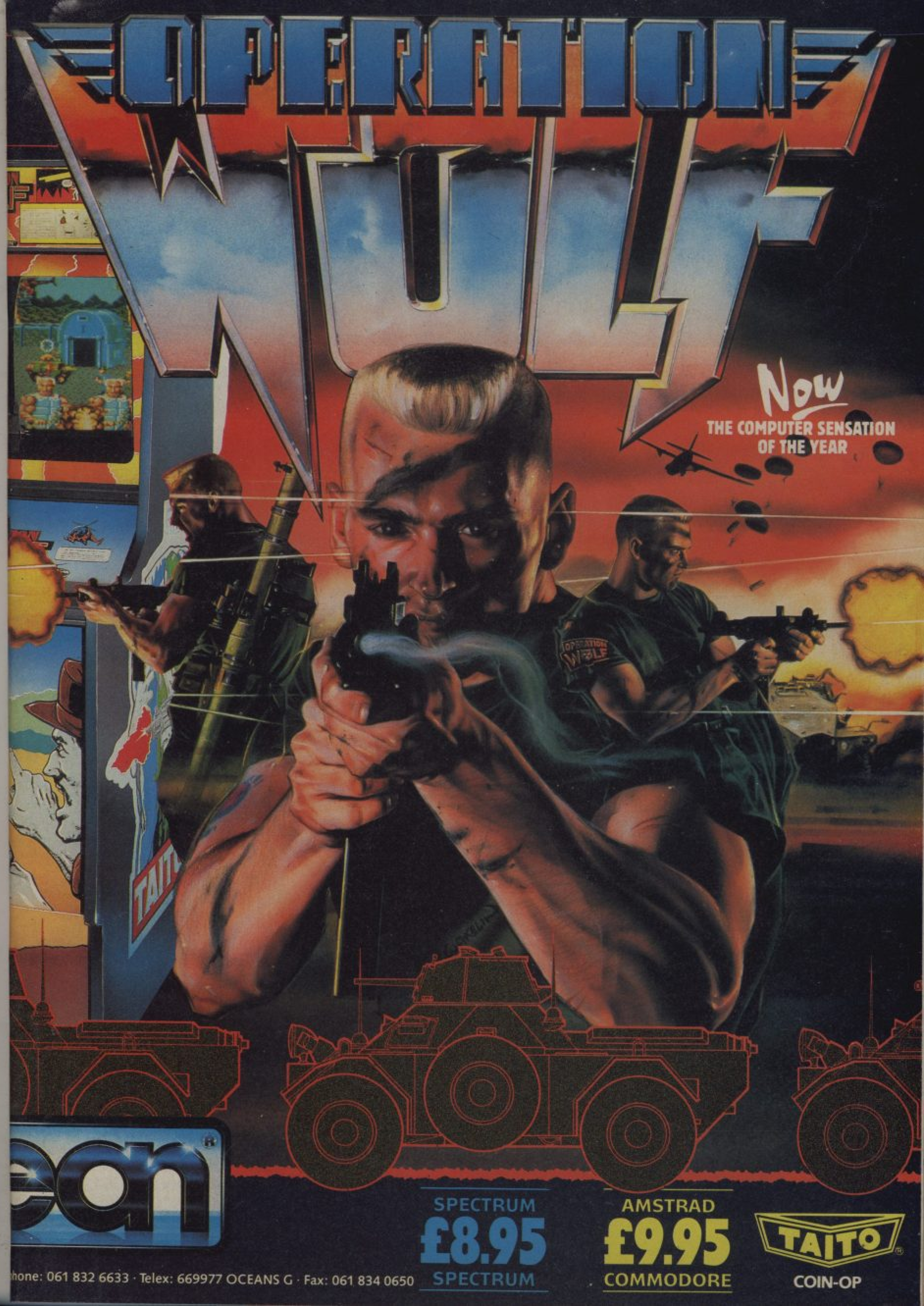
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STAR TREK
BATMAN
ELITE

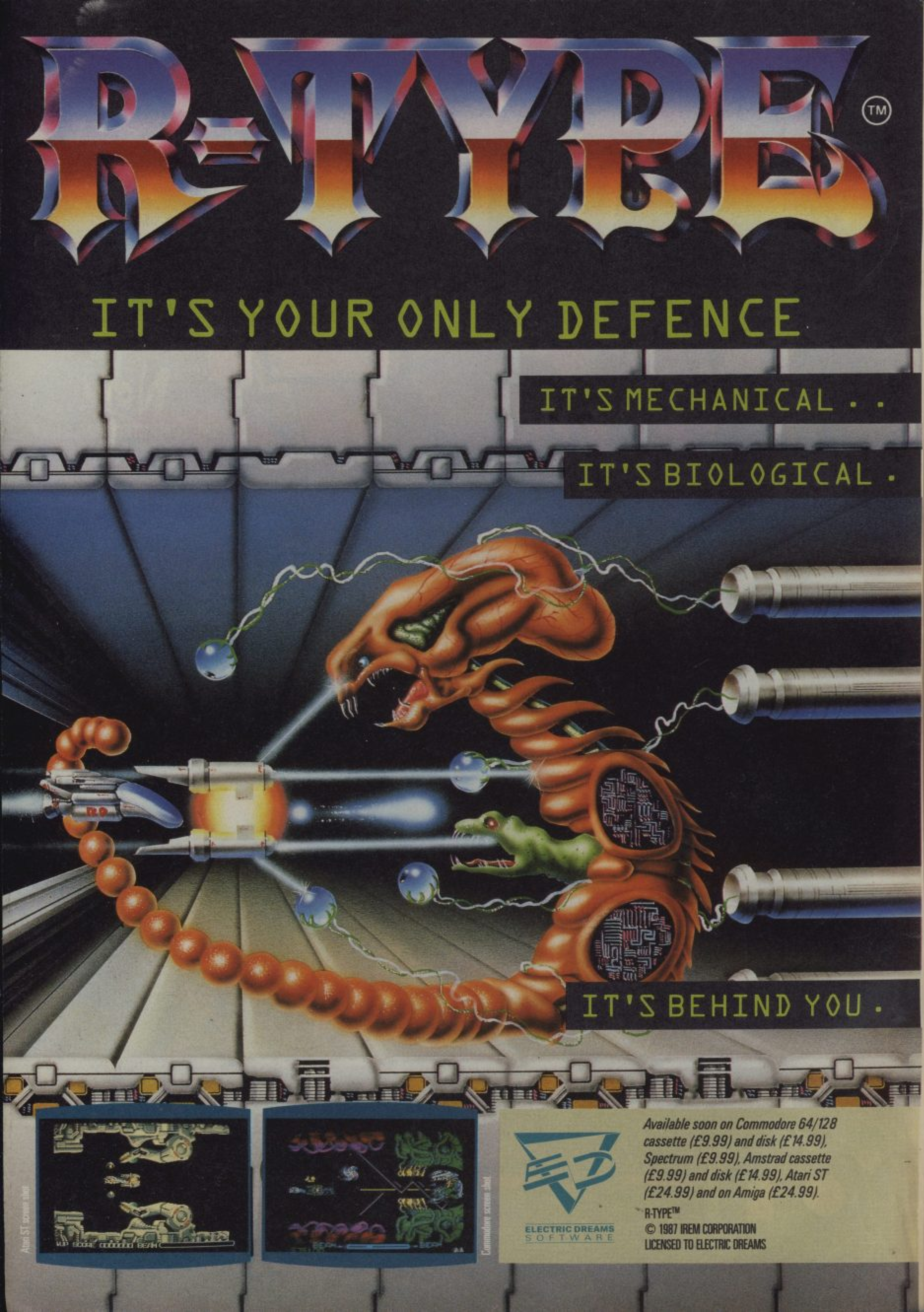


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CU CONTENTS

SPECIALS





REGULARS

Flippin' good – IK+.



Sarah Greene Scene – Thunder Blade.



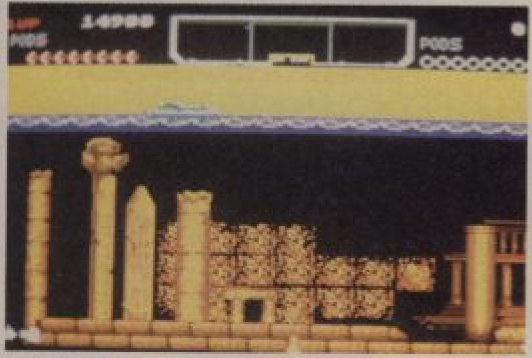
You can bank on it – Super Hang On.



REVIEWS



Total co-operation from Robocop.



US Gold in at The Deep *end.*

Editor — Mike Pattenden; Staff Writer — Nick Kelly; Art Editor — Elaine Bishop; Advertising Manager — Nigel Taylor; Dep Ad Manager — Tom Glenister; Classified/ Copy Control — Mark Patterson; Publisher — Terry Pratt; Editorial/Advertising — 01-251 6222; Distribution — EMAP Frontline Limited, Park House, 117 Park Road, Peterborough PE1 2TR Tel: 0733 555161; Back Issues — PO Box 500, Leicester, LE99 0AA; Subscriptions — PO Box 500, Leicester LE99 0AA Tel: 0858 410510; Annual Subs. (UK) £15; Europe — £24; World — £38. Registered Offices: Priory Court 30-32 Farringdon Lane, London EC1R 3AU. ISS 0265-721X.

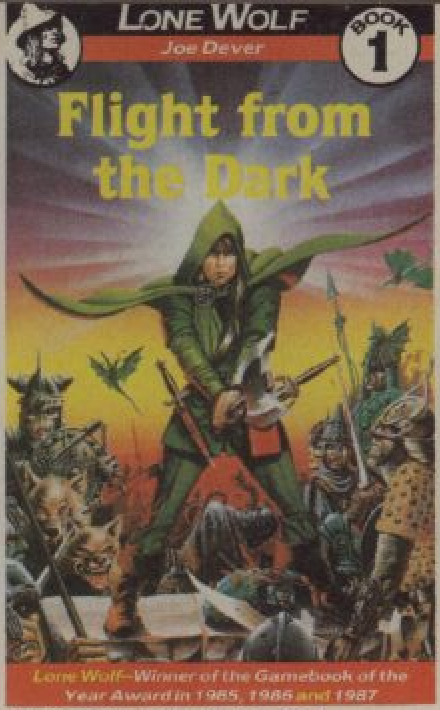
Cover Illustration: Angus Fieldhouse

69,004
Jan-June 1988

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BUZZ

LONE WOLF CAPTURED



Lone Wolf—Winner of the Gamebook of the Year Award in 1985, 1986 and 1987

Next April should see the release of the first of a series of computer games based on the incredibly popular Lone Wolf role-playing game books, courtesy of Audiogenic. The books, in which you play the last of the Kai Lords trying to save the kingdom of Sommerland, run to more than a dozen volumes and have sold in excess of six million copies worldwide in total, which makes author Joe Dever's creation the second most popular role-playing product after Dungeons And Dragons. The books have already won numerous awards, including Game Book Of The Year in the US for the last four years, and currently Dever's working on a series of Lone Wolf Novels, which will be published in April and should sell by the van load. Funnily enough, the first of Audiogenic's conversions won't actually be a role-playing game at all, according to a spokesperson for the company, but will instead feature arcade-style combat action, so as to attract those few remaining mortals who aren't nuts about RPGs, we suppose.

SCOUSERS KOPPED



Despite their recent humiliation at the hands of the greatest team in the English League (the Ed's standing on my neck, y'see). there's no doubt that Liverpool Football Club are a not too bad team. No, indeedy, so we take our hats off to those Grandslam folk who have been smart enough to sign up the entire squad for a game. No doubt they got an introduction to the rest of the boys from Peter Beardsley, whose name they already secured on the dotted line for the recently released *Peter Beardsley's International Soccer*. So you can all look forward to seeing the Reds on your monitors later on in the New Year. Oh yes, and when are Sleazysoft going to sign up the Hammers?

GRANDSLAM GRAB DANDY





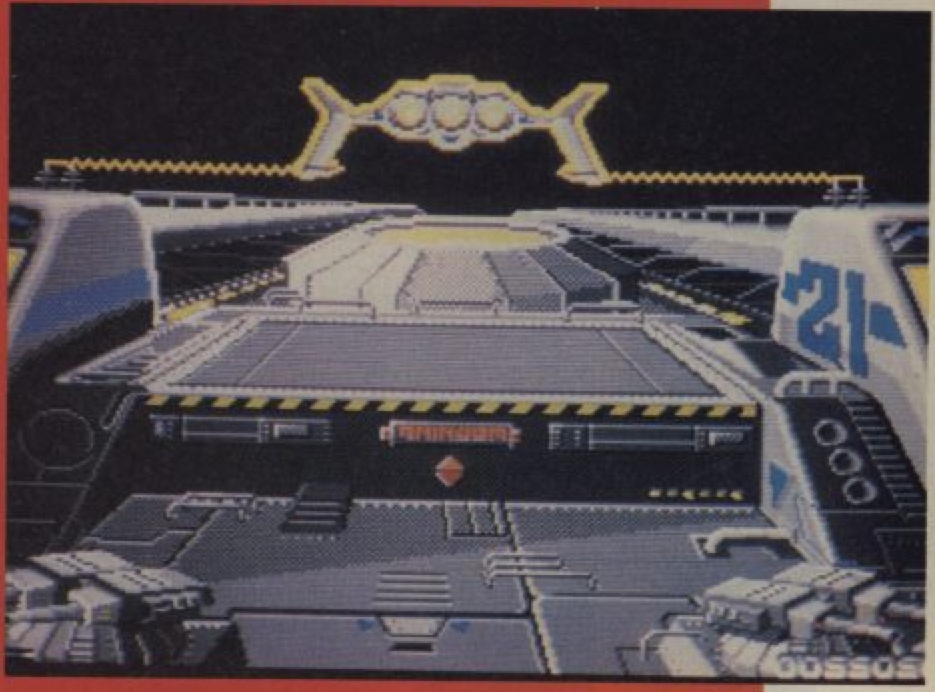


Grandslam have scored something of a coup by signing up the rights to a host of different comic characters in one deal. They have in fact secured the services of all of the characters in "The Dandy", including such long-time faves as Desperate Dan, Corky The Cat and Brassneck. Apparently the game will feature 38 distinct personalities, and sees Desperate Dan trying to fill his gag bag, Corky the Cat attempting to run a slide show with slides mixed up by his mischievous nephews and Brassneck baking cakes in a decidely non-user-friendly kitchen. A February release date has been tentatively set.



GALACTIC CONQUEROR

Just for a change, we're happy to say, we're not going to have to rabbit on about rebel invaders threatening the Federation and your being the only pilot able to take them on; not that Titus' latest offering *Galactic Conquerer* doesn't have a plot including all of these stock elements — it's just that there actually is quite a bit of strategy accompanying your standard blasting-the-aliens bit. You'll have to carry out surveillance, decide which of the 416 planets most need protecting . . . and THEN you get to blast the blighters! On the ground, in the air and in space, in fact, so action fans shouldn't be too scared of boredom. *Galactic Conquerer* will be with you yesterday (or very shortly anyhow).





SUPER HEROES AND JFK SIGN ON

Due to a wide-ranging joint venture agreement recently concluded between Microprose and American company Paragon Software, 1989 will see the release of a series of games based on the exploits of a whole range of famous comic superheroes. Captain America has already been seen on the 64, but the likes of Spiderman, Doctor Doom and The X-Men will be making their debuts.

Also resulting from the same deal, but in a rather different (and slightly macabre) vein, *Guardians Of Infinity* puts you in the space boots of one Mark Adam, a dweller in the fraught times of 2087, who's been sent back to the early 1960's to try to prevent the assassination of the late President John F. Kennedy, thereby changing the course of history and — so the theory goes — making life a lot easier for the future generations. Could you dissuade Lee Harvey Oswald from his course? Could you persuade JFK not to take the car ride? Well *Guardians Of Infinity* will enable you to find out the answers to these fascinating questions, and no doubt a good deal more besides.



STORM-TROOPER

Fresh from Creation (no, not the record label that bought y'all The Jesus And Mary Chain and The House Of Love), *Stormtrooper* puts you in the anti-radiation blue wellies of an inter-galactic mercenary recruited to enter Helagenium mining complex TK21 which has been taken over by enemy forces led by the trecherous defector geophysicist Tanix Brayniget. Radiation, aliens and combat machines face you as you battle through 16 levels to your showdown with Brayniget, and, as usual, you can add to your weaponry along the way. *Stormtrooper* is due out in early Spring.

TURBO CUP

Fresh from French softhouse Loriciels, *Turbo Cup* puts you in the bucket seat of a Porsche 944 Turbo careering along the highways and byways of France. Four different courses, a choice of three gearboxes and practise laps all feature and some pretty decent smash ups can also be created by any Amiga-owning nihilists who decide to pick Turbo Cup up on its release, which is, as they say, imminent.





TECHNO-COP

Any similarities between the title of this newie from Gremlin and a certain other rather major film licence are purely coincidental, we understand. *Technocop* actually spends a lot of his time speeding through the streets of crime in what the press release writer is modest enough to describe as "the most advanced and technically polished road sequence simulation to hit the home computer yet". But you do also occasionally climb out of your turbo-death-speedster and take on the bad guys in hand-to-hand combat. Bracing stuff, no doubt, and available for both Amiga and 64 before 1989 is heralded in.

BUZZ



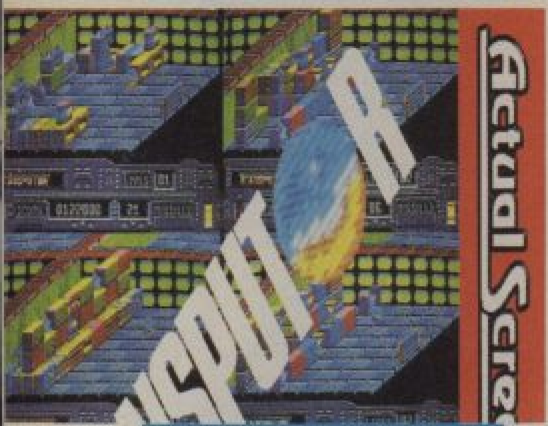
THE DOORS OPEN

Domark offshoot TV Games are once again all set to boldly go where no computer company has gone before in seeking out unusual, unlikely and downright naff TV programmes to bring to your trusty 64 and Amiga. This time, though, they've surpassed themselves in signing up genial slimebag Bob Monkhouse's cathartic TV Quiz show, "Bob's Full House". Due for release early in the New Year, the King of Plasticville will be doubltess be retaining all of his sub-*Sun* catchphrases for his computer manifestation. All together now, "bingo lingo clickety-clix."

CRL'S REAL THING

CRL have come up with a novel notion for game packaging, and are setting up a new label to implement it. The idea is that, instead of garbing *I, Ludicrus, Transputor* and *Purple Heart* in fanciful, futuristic and frankly unlikely artwork, they've hit upon the notion of putting actual screenshots of the games in question on their respective packages. And the label which they've set up to release these games on is called, with stunning originality, Actual Screenshots.

"The basic idea", according to a CRL spokesperson, "is that you can't hide behind fancy artwork. The graphics have to be of sufficiently high stature to put on the cover". Probably saves on expensive design and artwork bills too.





MICROPROSE SCORE XENOPHOBE

Microprose continue to diversify from the simulation field with the news that they've just signed up the rights to Bally's unusual coin-op *Xenophobe*. This game proved somewhat disappointing in execution, though the idea of three horizontal sections representing the three players' respective playing areas was certainly an original one. The plot has you, and one or two companions fighting through an alien-infested space station, with each player playing along his third of the screen, occasionally running into one another. According to Microprose's Stuart Bell, "our intention is to actually add to the gameplay of the original", and the conversion will "definitely be at least two-player".





ART OF GOLD

Where will it all end? Not content with plastering "Pepsi Game Of The Year" *and — very* naughtily — slapping a misleading out-of-context quote from CU's *preview* on the packaging for their Christmas biggie *Thunderblade*, US Gold have also decided to bung in a free cassette of music with the first 100,000 copies of the game, just to tempt you a little bit further. And what music have they decided to include? Koiilee Minoogue? Iron Maiden? Frank Sidebottom? No, no, no indeed! Instead the monster softhouse have decided upon a 12 minute "megamix" of avant-garde dance minimalist pranksters The Art of Noise, currently riding high with their Tom Jones-fronted version of Prince's "Kiss".

Though perhaps better known for the aforementioned "Kiss", their Duane Eddy collaboration 'Peter Gunn', their many TV commercials (including Tuborg and Brylcream), and their theme tunes for 'Sherlock Holmes' and 'The Krypton Factor', the specially mixed mish-mash of their last studio album "In No Sense? Nonsense!" will undoubtedly make the *Thunderblade* package even more irresistable. And, what's more, so generous are the kindly folk at The Art of Noise's record label China that they've agreed to give away five copies of the TAON's just released greatest hits album to the first folk who can tell us which record label were TAON originally on? (Clue: same one as Frankie Goes to Hollywood). Entries on a stetson to Art Of Noise Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London

THE PARANOIA COMPLEX

Now, we do like the sound of this one. You're Joe Citizen in the hermetically-sealed computer-controlled days of 500 years hence. You're in thrall to a computer, and you exist to carry out its bidding, usually involving eliminating humanoids who might be powerful enough to threaten its (the computer's that is) ruling position. In return you'll be rewarded with increased social status . . . but if you do your job *too* well, then the computer might start hunting *you*. The real goal is to escape from this rather Orwellian city altogether. From Magic Bytes, *The Paranoia Complex* is due out on both 64 and Amiga this coming February. And remember, just because you're paranoid doesn't mean they're *not* all out to get you . . .

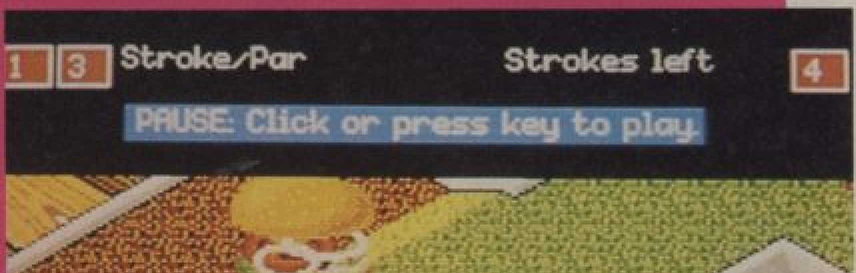






CRAZY GOLF

Keen readers of CU will have noticed that certain members of the staff are, well, not very inclined to rave over sports sims. American Football doesn't impress them much on the monitor, partially because these couch potatoes wouldn't know a real American football if it hit them. Baseball, alas, the same. And as for bobsled . . . But even these sedentary types were quite chuffed to see the screenshots for Electronic Arts' latest sim due out any day now which features that most user friendly of sports, Crazy Golf. Yes, we'll be queuing up to try our collective hands at wobbling, bending and turning the ball around the obstacles and into the hole. Maybe they'll do a yard-of-ale sim next . . .



MICKEY MOUSE

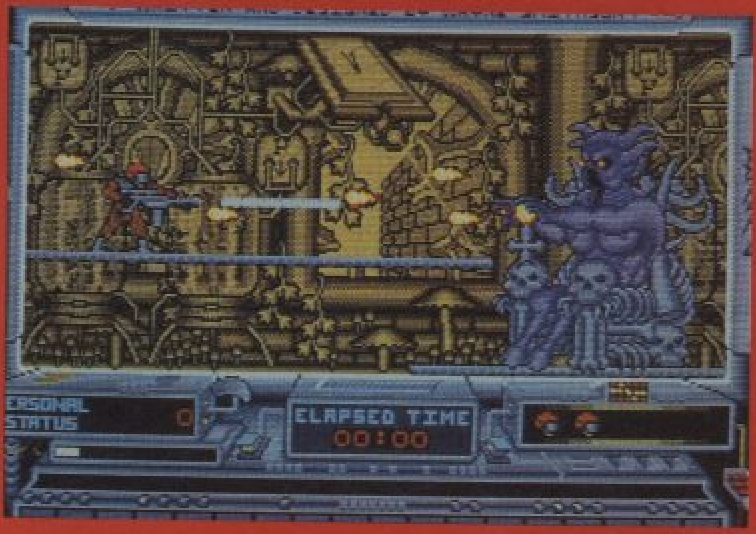
What a busy little mouse that Mickey is! Not content with a bit-part in the fab new "Who Framed Roger Rabbit?", and the usual plethora of work he always gets around Christmastime, he's also managed to squeeze in an Amiga version of his 64 game, and very nice it looks too. *Mickey Mouse*, complete with towers, monster and the rest, is released by Gremlin shortly.

BUZZ

CUSTODIAN



"The Masters Of The Blast", they describe themselves as in the blurb accompanying *Custodian*, and with the likes of *Cybernoid* and *Eliminator* under their belts, who are we to argue with this triumphal Hewson banter. Anyroad, *Custodian*, from the cursor of Chris Hinsley and Nigel Brow-john, features three levels of 250 screens apiece, multi-directional scrolling and "the most violent gameplay ever seen with even more awe-some fire-power than *Cyber-noid*". Unbelievable? January will tell.



BAAL

Now check this out. This graphically pretty game is, as some of you might have gues-sed, the latest from the Psyg-nosis stable, *Baal*. It seems that the God of Evil himself has dispatched the hordes of the undead to steal the ulti-mate weapon of destruction, the War Machine, and you're the person whose got to try to stop 'em. You've got to guide your gallant Time Warriors through three domains, pick-ing up the scattered 18 parts of the Machine, with the ulti-mate intention of assembling it and using it against the Evil One himself. Due for release on Psyclapse any minute now, *Baal* sounds like it's gonna be Superbad (meaning rather good actually).

FALCON



The winner of no less than three awards from the simulation-conscious Amer-icans of the Software Pub-lishing Association in its 8 bit incarnation, and the first ever program to be signed up under a defence contract by the re-levant authorities, Mirrorsoft/ Image Works' Falcon is now set for release on Amiga. With improved graphics, a bigger world, neater ground scenery and moving ground targets, this is yet another sim based on the ubiquitous F-16 Fight-er. Out in time for stocking stuffing, they assure us.

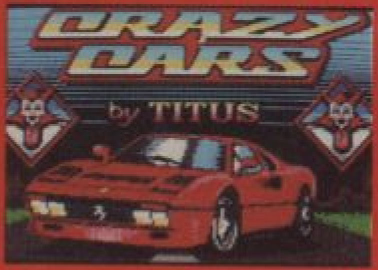
PROJECT FIRESTART

Obviously taking a leaf out of the Cinemaware book, Electo-nic Art's *Project Firestart* is a newie which its creators say "plays like a science fiction, horror and suspense movie", and features movie-style animation, close-ups, fades and tension-creating sound. Set in 2066 aboard the re-search vessel Prometheus, the plot deals with a scientific project to create durable humanoid laborers by genetic engineering which — surprise, surprise — goes tragically wrong. Now the ship is out of control and out of radio con-tact, and you're sent up to deal with the mess. *Project Fires-tart* should be on the shelves just in time for the January sales.



CRAZY CARS

A biggie on the Amiga last year, Titus' Crazy Cars has just made its way onto the good old 64. For those who missed out on all the fuss, *Crazy Cars* actually isn't crazy at all. In fact, it's a not-at-all bad variation on the *Out Run* theme in which you've got to power your Porsche 911 Car-rera to Malibu, then make the return journey in a Lambour-ghini Countach, before tack-ling the final challenge in a Ferrari Testarossa. 72 skill levels, plenty of dips in the road and the sun shining over-head — fair puts you in mind of summer, dunnit?



NEW

MICRO BLASTER



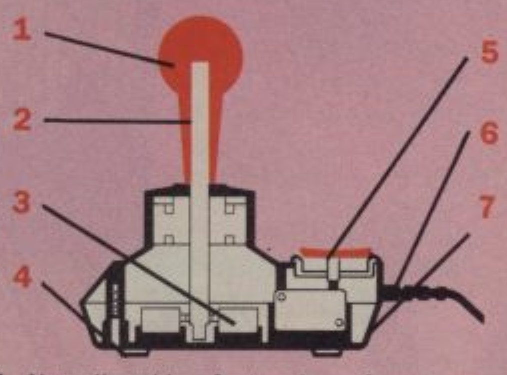
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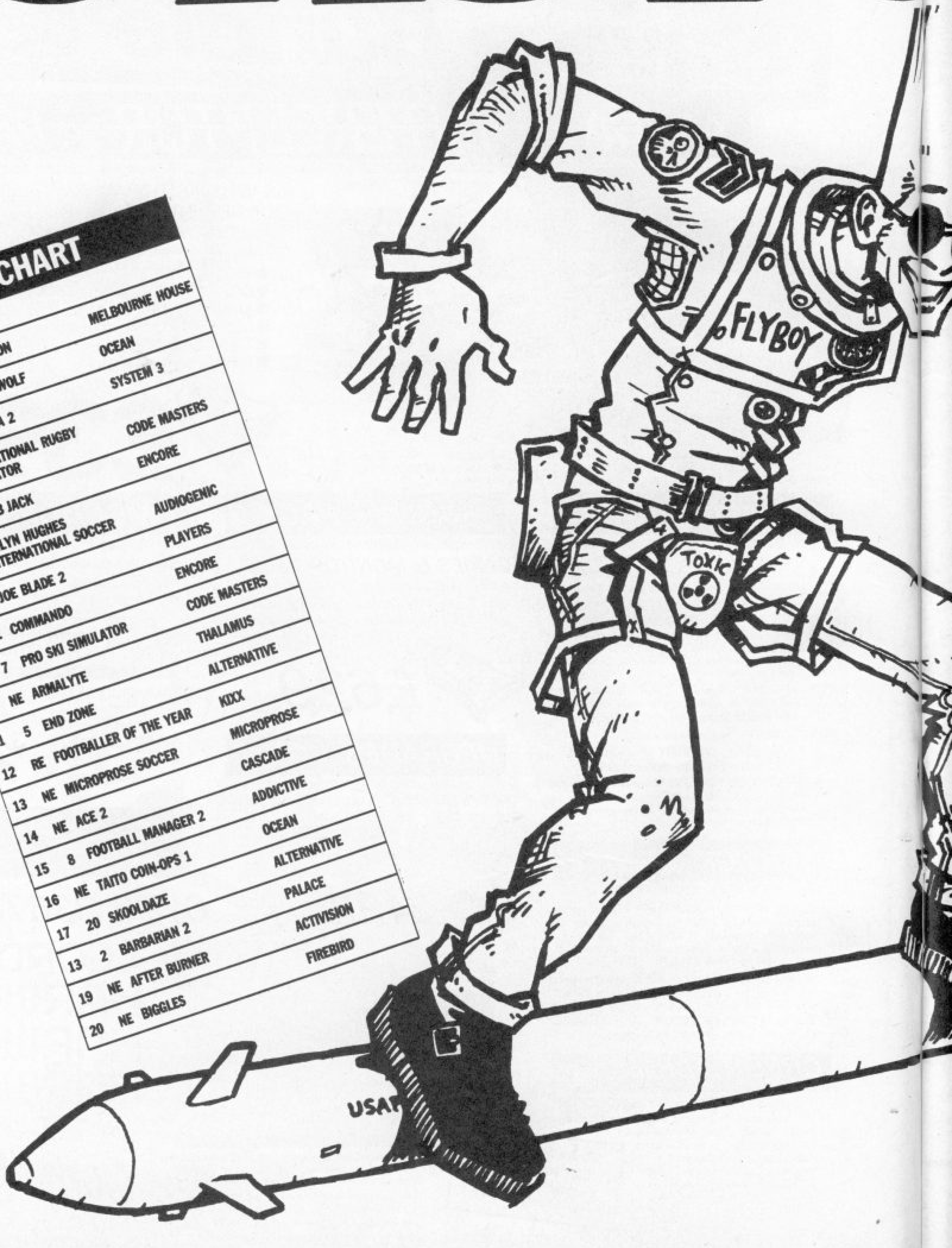
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Chart



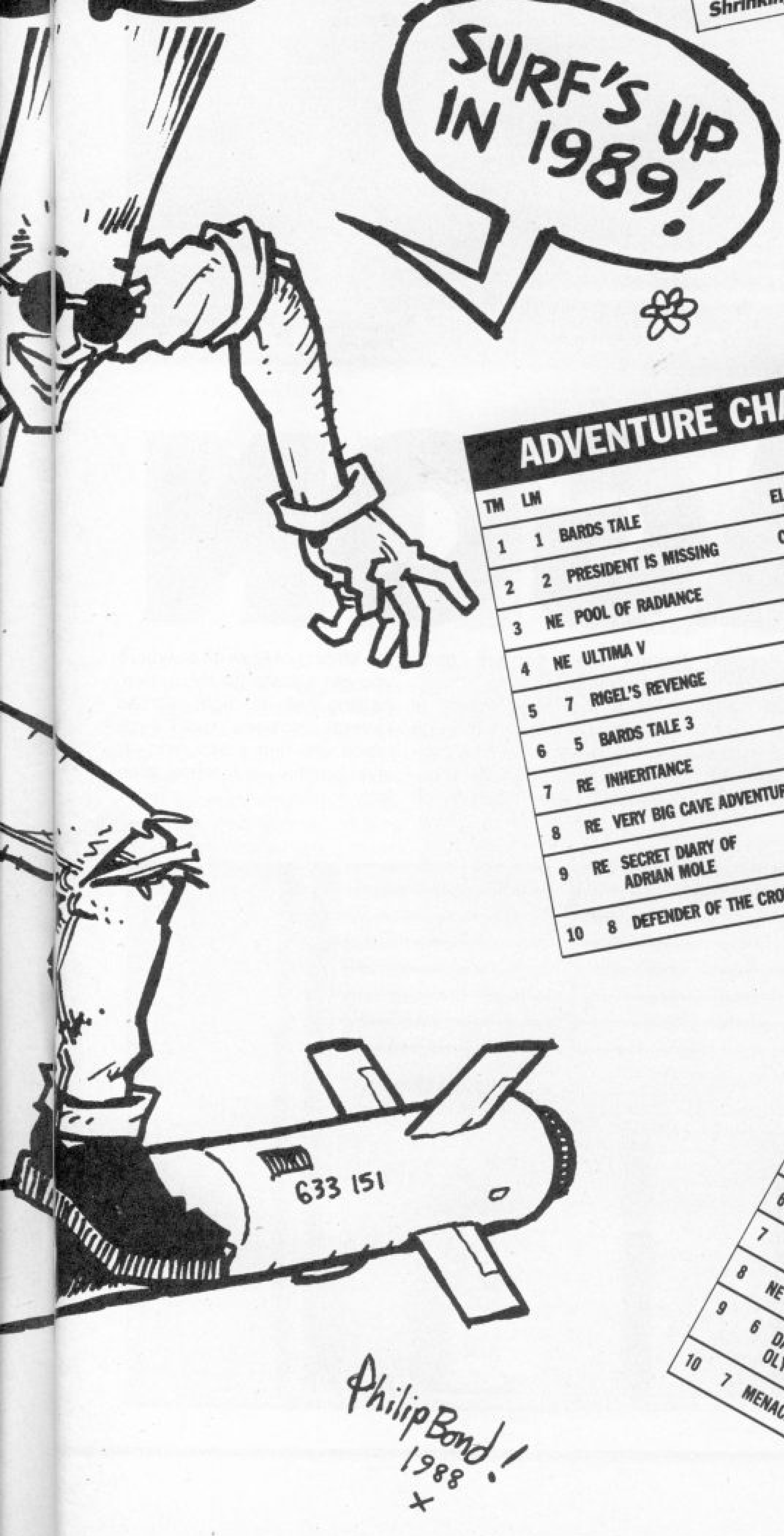
C64 CHART

TM	LM		
1	NE	DOUBLE DRAGON	MELBOURNE HOUSE
2	NE	OPERATION WOLF	OCEAN
3	1	LAST NINJA 2	SYSTEM 3
4	12	INTERNATIONAL RUGBY SIMULATOR	CODE MASTERS
5	5	BOMB JACK	ENCORE
6	NE	EMLYN HUGHES INTERNATIONAL SOCCER	AUDIOGENIC
7	3	JOE BLADE 2	PLAYERS
8	RE	COMMANDO	ENCORE
9	7	PRO SKI SIMULATOR	CODE MASTERS
10	NE	ARMALYTE	THALAMUS
11	5	END ZONE	ALTERNATIVE
12	RE	FOOTBALLER OF THE YEAR	KIXX
13	NE	MICROPROSE SOCCER	MICROPROSE
14	NE	ACE 2	CASCADE
15	8	FOOTBALL MANAGER 2	ADDICTIVE
16	NE	TAITO COIN-OPS 1	OCEAN
17	20	SKOOLDAZE	ALTERNATIVE
13	2	BARBARIAN 2	PALACE
19	NE	AFTER BURNER	ACTIVISION
20	NE	BIGGLES	FIREBIRD

S

REVIEWERS CHOICE

Mike Pattenden: *World League Tennis* (PC Engine), *IK+* (Amiga), *The Deep* (Amiga), *Op Wolf* (64)
Nick Kelly: *Ghouls 'n' Ghosts* (Arcade), *Revenge of Doh* (Amiga), *Robocop* (64)
Mark Patterson: *Super Hang On* (Amiga), *IK+* (Amiga)
Steve Jaratt: *Eliminator* (Amiga), *Elite* (Amiga)
Ken McMahon: *Zak McKraken* (64), *Incredible Shrinking Sphere* (64)



TOP TEN CU RESIGNATIONS

1. **Nick O'Kelly**
   The Fat Lad takes to the road for stardom.
2. **Eugene O'Lacey**
   To edit struggling sister mag C+VG
3. **Bohdan Buciak**
   The man whose head expanded runs his own DTP company.
4. **Gary Penn**
   Took on the mantle as editor of The One, poor sod.
5. **Steve Jarratt**
   Left looking to the Future.
6. **Sarah James**
   To be Telecomsoft's dumb blonde.
7. **Scrivo The Adman**
   To try and sell advertising for The One.
8. **Gary Williams**
   For an easy sell and a bigger chair on C+VG
9. **Mike Pattenden**
   Desperately unpopular editor.
10. **Me too!**
    Disconsolate publisher.

ADVENTURE CHART

TM	LM		
1	1	BARDS TALE	ELECTRONIC ARTS
2	2	PRESIDENT IS MISSING	COSMI-US GOLD
3	NE	POOL OF RADIANCE	US GOLD
4	NE	ULTIMA V	ORIGIN
5	7	RIGEL'S REVENGE	MASTERTRONIC
6	5	BARDS TALE 3	ELECTRONIC ARTS
7	RE	INHERITANCE	INFOGRAMES
8	RE	VERY BIG CAVE ADVENTURE	CRL
9	RE	SECRET DIARY OF ADRIAN MOLE	MASTERTRONIC
10	8	DEFENDER OF THE CROWN	MIRRORSOFT

READERS COIN-OP CHART

1	1	AFTERBURNER
2	4	OPERATION WOLF
3	2	DOUBLE DRAGON
4	NE	DRAGON NINJA
5	5	THUNDERBLADE

AMIGA CHART

TM	LM		
1	NE	OUT RUN	SEGA-US GOLD
2	2	ROCKET RANGER	MIRRORSOFT
3	NE	PAC-MANIA	GRAND SLAM
4	1	STAR GLIDER 2	RAINBIRD
5	4	BATTLE CHESS	ELECTRONIC ARTS
6	3	INTERCEPTOR	ELECTRONIC ARTS
7	NE	SPEEDBALL	MIRRORSOFT
8	NE	CAPTAIN BLOOD	INFOGRAMES
9	6	DALEY THOMPSON'S OLYMPIC CHALLENGE	OCEAN
10	7	MENACE	PSYCLAPSE



Let the train take the strain.

DRAGON

It was only in July that we reviewed Data East's beat 'em up, but then Ocean release games as soon as the coin-op appears these days – in *Robocop's* case they sell the rights.

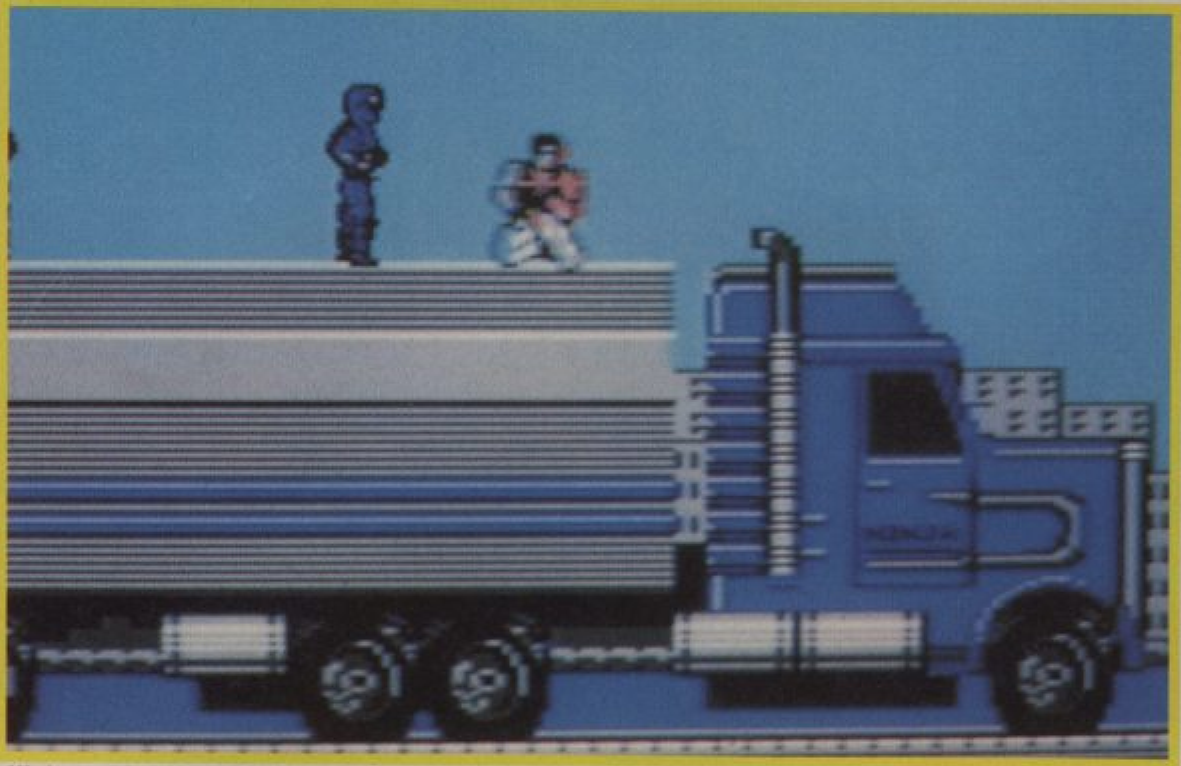
Dragon Ninja transports the ninja style beat 'em up, like *Double Dragon*, to which this has many similarities, away from the Orient to New York. The President of the USA has been kidnapped and it's the job of a chap going by the unlikely name of Mr Bad Dude to rescue him. He's built like a docker this lad and he needs to be because the screen is rapidly filled with all manner of assailants intent on stopping his progress. You can resort to time-honoured martial arts skills to deal with the scum, but weapons dropped in the struggle come in useful for extending your reach, although their carriers don't hang around too long.

There are eight levels of frantic action to battle through before you reach the final confrontation with the Dragon Ninja himself. Level 1 begins on the streets of New York where you get a taste for the action, battling left to right across several screens until you reach the first major end-of-level baddie – a fire breathing fatty.

Go on clean it off!



Ocean
Price:
£9.95 cass
£14.95 disk



Hit 'em with yer yorkie!

NINJA

Level 2 begins with you perched precariously on the back of an articulated trailer. Fight your way towards the cab and beat the knife-wielding, armour-plated ninja who appears and you'll reappear for level 3 down in New York's sewers where a green ninja splinters into a whole army. Success there takes you onto some dense woods, then in level 5 the top of a train, some caverns in level six until finally after seven levels of action you reach the Dragon Ninja himself as he's about to escape in a helicopter.

This is another of the worthy list of beat 'em ups converted by Dave Collier, and it's possibly his best yet. The size and detail of the characters is extraordinary. Each one uses four sprites with hi-res overlays and there's some pretty serious multiplexing going on to stop the screen exploding into pixels.

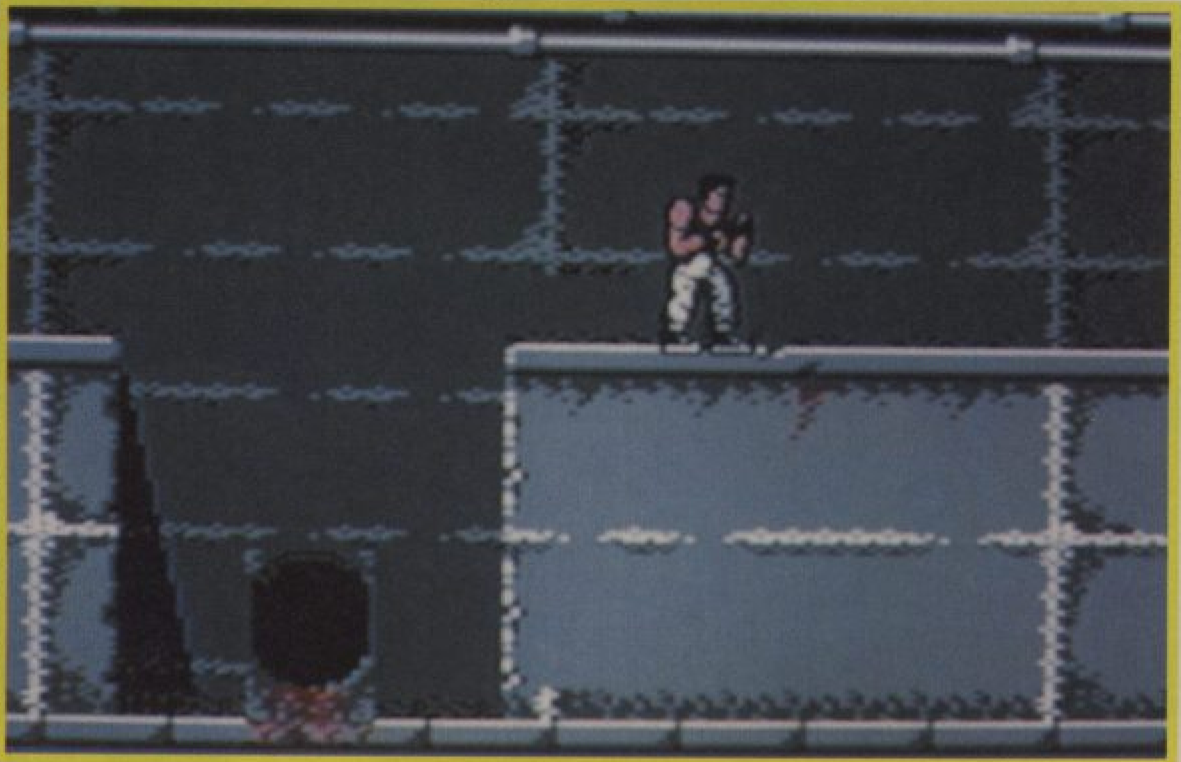
The backdrops are all impressive, particularly in the brighter sections of the game like on the lorry and train, where the artwork is impressive and convincing.

Sound at the moment is limited to a boppy tune and spot effects, although the original featured shouts of "cola!" each time you replenish your energy with a bottle.

The game itself is multi-load but in two parts only, so although you're sent back to the beginning when you die, it's not so desperate.

My one problem with *Dragon Ninja* though is the gameplay. It's very samey and so was the coin-op, and for all the nice graphics and frenetic action in the world it's not a classic. As a conversion it's excellent, but somehow that's not just the point I feel.

Mike Pattenden



Down in the sewer.

GRAPHICS: 95%
SOUND: 76%
PLAYABILITY: 89%
LASTABILITY: 83%

84%

WIN A



DRAGON NINJA COIN-OP

This month's competition is another of those prizes we wish we could win ourselves, a *Dragon Ninja* coin-op. Those reckless chaps at Ocean have put together another of those remarkable technological achievements, the arcade game in a suitcase.

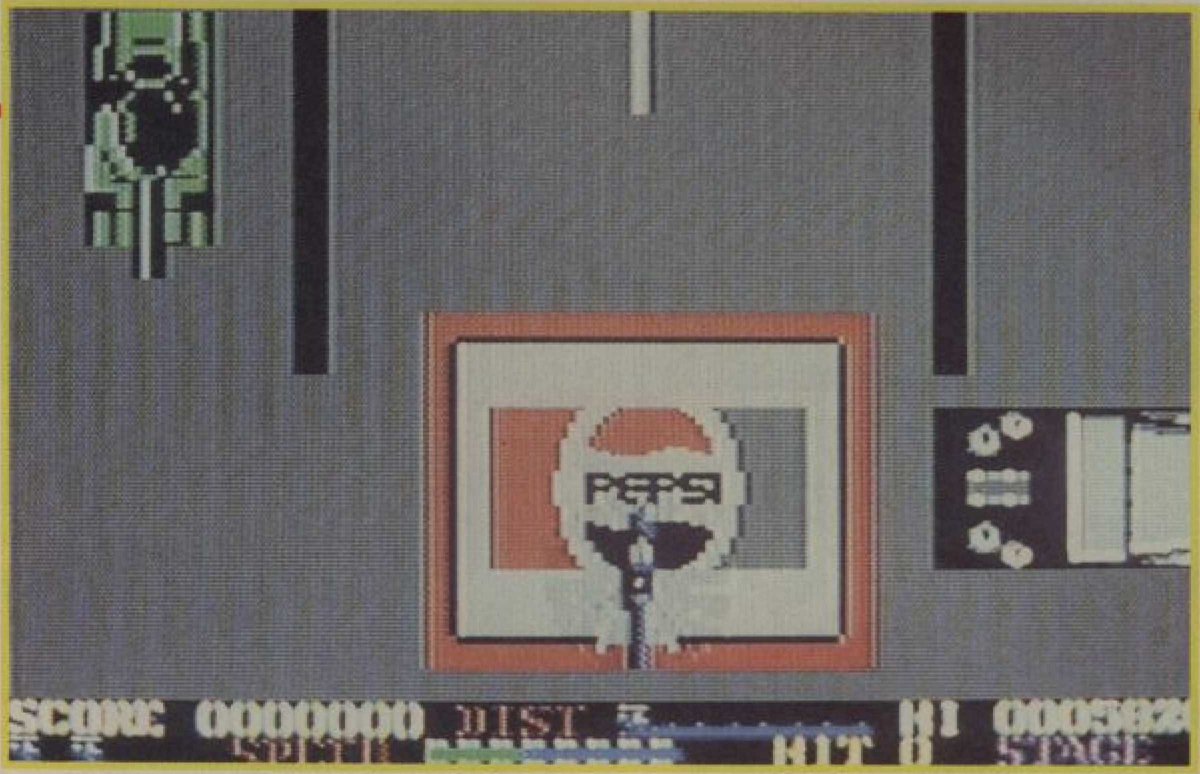
The game comes complete with joystick and monitor and ensures the cabinet doesn't swamp the entire house. Twenty runners-up will receive copies of the game for Amiga or 64.

So how can you wade into Data East's beat 'em up? Well you'll have to answer a few more of the CU quizmasters' teasing posers:

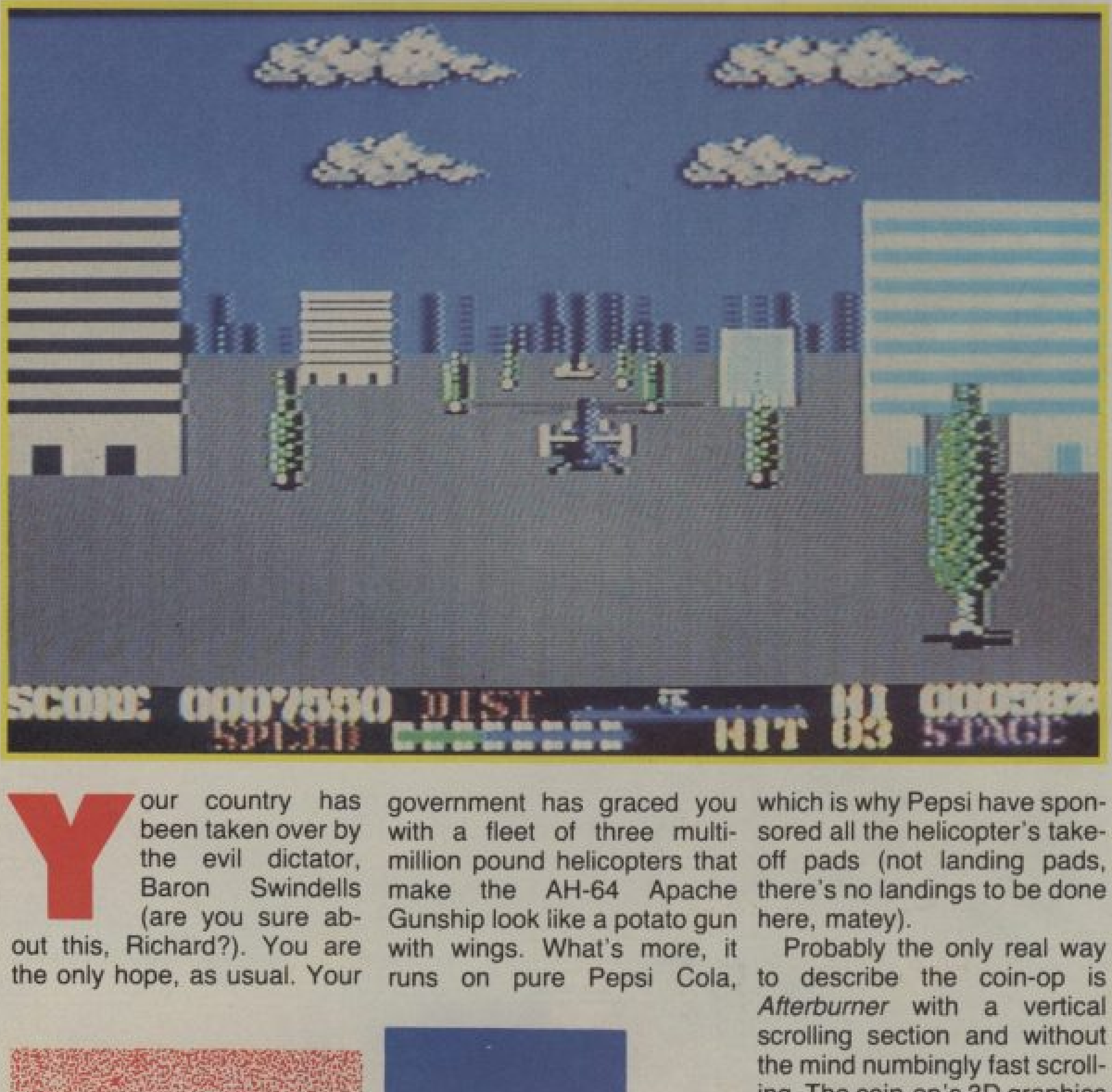
1) What is the tallest building in New York?
2) Which of these is not a New York area?
   a) Yorkville, b) Soho, c) TriBeCa, d) Hoboken.
3) Name the outspoken Mayor of New York.
4) Where is the original Statue of Liberty?

CU Compo

Send your answers on a bagel (or a postcard) to NewYoik Compo, CU, Priory Court 30-32 Farringdon Lane, London EC1R 3AU. First out the CU compo vat wins the coin op, the next twenty get the games. Answers to reach us before Friday 8th January 1989. Don't forget to tell us which machine you own.



A taste of U.S?



And they call Milton Keynes dull . .

THUNDER

US Gold
Price:
£9.99 cass
£14.99 disk

Your country has been taken over by the evil dictator, Baron Swindells (are you sure about this, Richard?). You are the only hope, as usual. Your government has graced you with a fleet of three multi-million pound helicopters that make the AH-64 Apache Gunship look like a potato gun with wings. What's more, it runs on pure Pepsi Cola, which is why Pepsi have sponsored all the helicopter's take-off pads (not landing pads, there's no landings to be done here, matey).

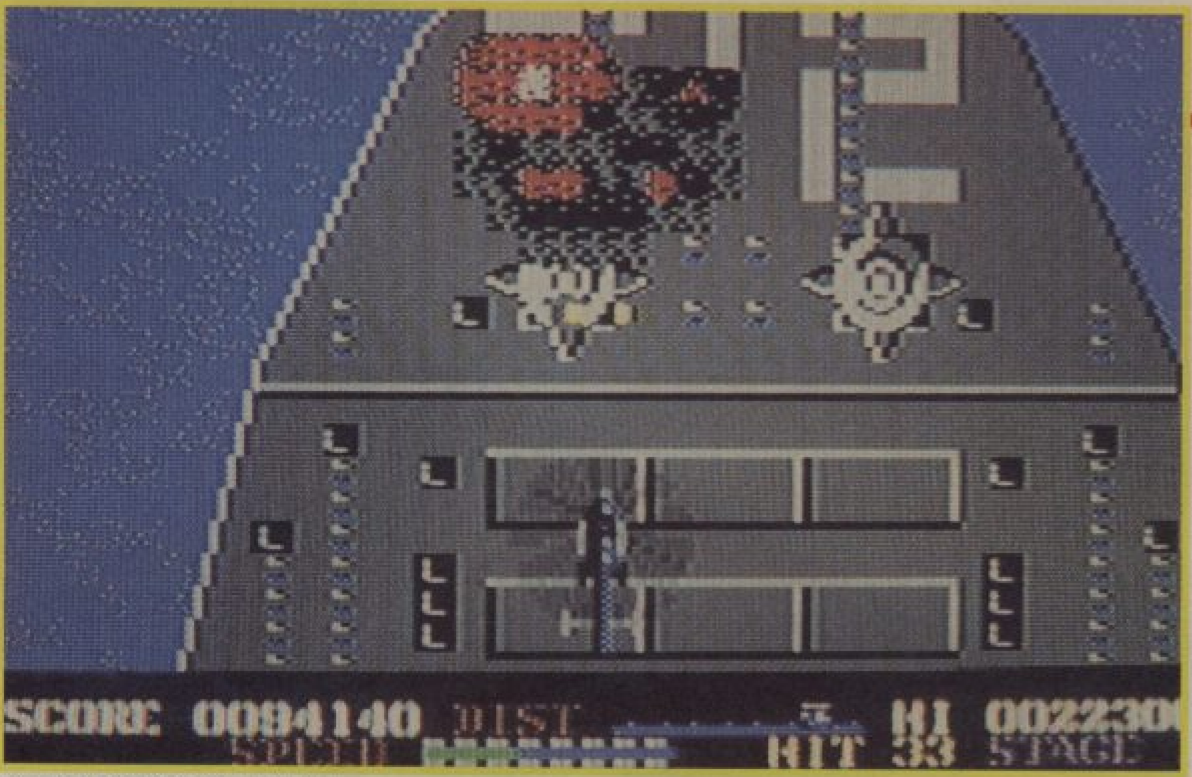
Probably the only real way to describe the coin-op is *Afterburner* with a vertical scrolling section and without the mind numbingly fast scrolling. The coin-op's 3D graphics are impressive to say the least, and feature a brand new way of producing 3D images that are both realistic and manipulable. The screen is set up as a series of planes, each one being a cutaway of a real image. When these planes are transposed onto one another, a 3D image is formed. The angle at which each plane is positioned in relation to its neighbours is governed by the laws of perspective in relation to the position of the helicopter. With me so far?

Each of the four levels is divided into three sections. The first is an overhead view, which has your helicopter flying over a 3D landscape filled with all types of enemy. The second section has you flying into the screen through the same landscape with a different perspective. The third section in each level is a fight with the mothership for that particular area, level 1 for example is a huge battleship.

The first level is a jaunt through a city centre. As you might guess, the buildings cause a bit of a problem when you're in low level combat with tanks and helicopters but since when was realism a part of the arcade.

It's right on the first screen that the 3D effect, though used very crudely on the 64, works really well. The skyscrapers are portrayed as a series of rectangles, each one slightly bigger than the last, overlaid on the previous one. This system means that it's very simple to move around inside a 3D area. You can move your helicopter left, right, forward, backward, and up and down. The same effect applies on the second level, except that the viewpoint has changed.

You have two different types of fire. You can fire a stream of bullets and launch



Dropping bombs on the big ship.



Cavourting in the canyon.

missiles, which are far more destructive. The bullets can be fired in a continuous stream, but the missiles are a bit slower to fire. There is quite a pause between each launch of the rockets, so a bit of care is necessary when picking targets.

All this means that there should, by rights, be a lot going on in the joystick area, but the game is surprisingly simple to control. Speed can be controlled via the keyboard, but it's far easier to use the joystick. The fire button activates both weapons, i.e. the cannon automatically fires and the missiles fire if any are available. Hold down fire and move forward and back to accellerate and decellarate, left and right to move left and right, and up and down to climb and dive.

They've crammed in all the coin-op, and that means that there's a lot of big things being moved around. For example, on the second level, you have to fly between huge pillars and try and steer through little arches that appear in huge walls. All this is very, very fast, and quite playable too.

The game plays very much like the arcade, apart from the fact it seems a lot easier. Any game that I almost complete inside of the first hour I play has to be easy – I lost all my lives fighting the end of level mother on the last level.

As I've said, the graphics are very fast, and strangely enough, not at all confusing. The 3D update is a little crude and jerky, but it works well enough to provide a recognisable effect. All the sprites are recognisable although there's simply not enough of them. Chris Butler who programmed this, relies far too heavily on character blocks.

The sound is a bit poor, with a weak tune and very few spot effects. The whoosh effect when you take off is particularly pointless.

Thunderblade is by no means a disaster but as is the case with *Afterburner*, it comes nowhere close to *Op Wolf* in the gameplay stakes.

Tony Dillon



Into the cavern.

RBLADE

SOUND	**41%**
GRAPHICS	**82%**
LASTABILITY	**68%**
PLAYABILITY	**69%**

71%



If only commuting was always like this.

THUNDERBLADE

Things begin to hot up on level 2.





Price: £24.99

The Amiga version is, without a doubt, as close as you can possibly get to the coin op. It also happens to be the best home version, so Amiga owners are finally getting what they want from their machine.

The game follows along the exact same lines as the C64 version, progressing through all the same levels in order, but it is far better in three respects:

GRAPHICS: The game makes full use of the Amiga's colour scheme. The graduated tint on the sky is really nice, the update is incredibly smooth, much more so than the ST version, and hence the 3D works amazingly well.

SOUND: is another area where the Amiga version scores over the competition. A really thumping heeeaaavvvvyyy soundtrack belts away at your ears at the end of each level and there are some really meaty explosions and neat effects.

PLAYABILITY: The final area that gives the Amiga version superiority over all the other versions, and that includes the coin-op for me, is in playability. The game is extremely responsive. The speed gets to you in no time and you find yourself pitching left and right with the joystick, creating your own hydraulics.

Is it as good as *Afterburner* or *Operation Wolf*? That remains to be seen, but they'll have to go some to beat this.

Tony Dillon

SOUND	95%
GRAPHICS	91%
LASTABILITY	79%
PLAYABILITY	83%

84%



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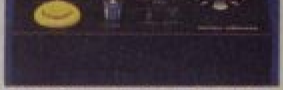
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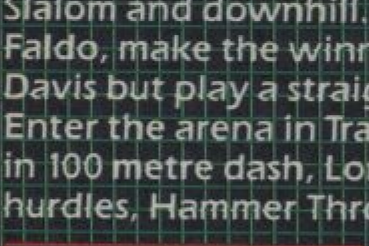
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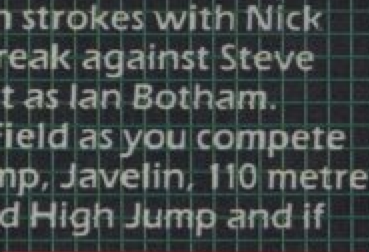


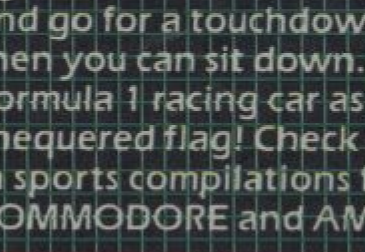
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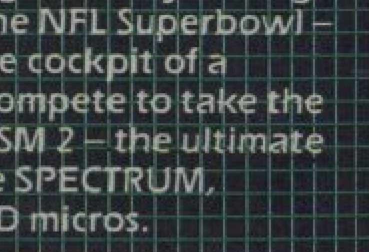
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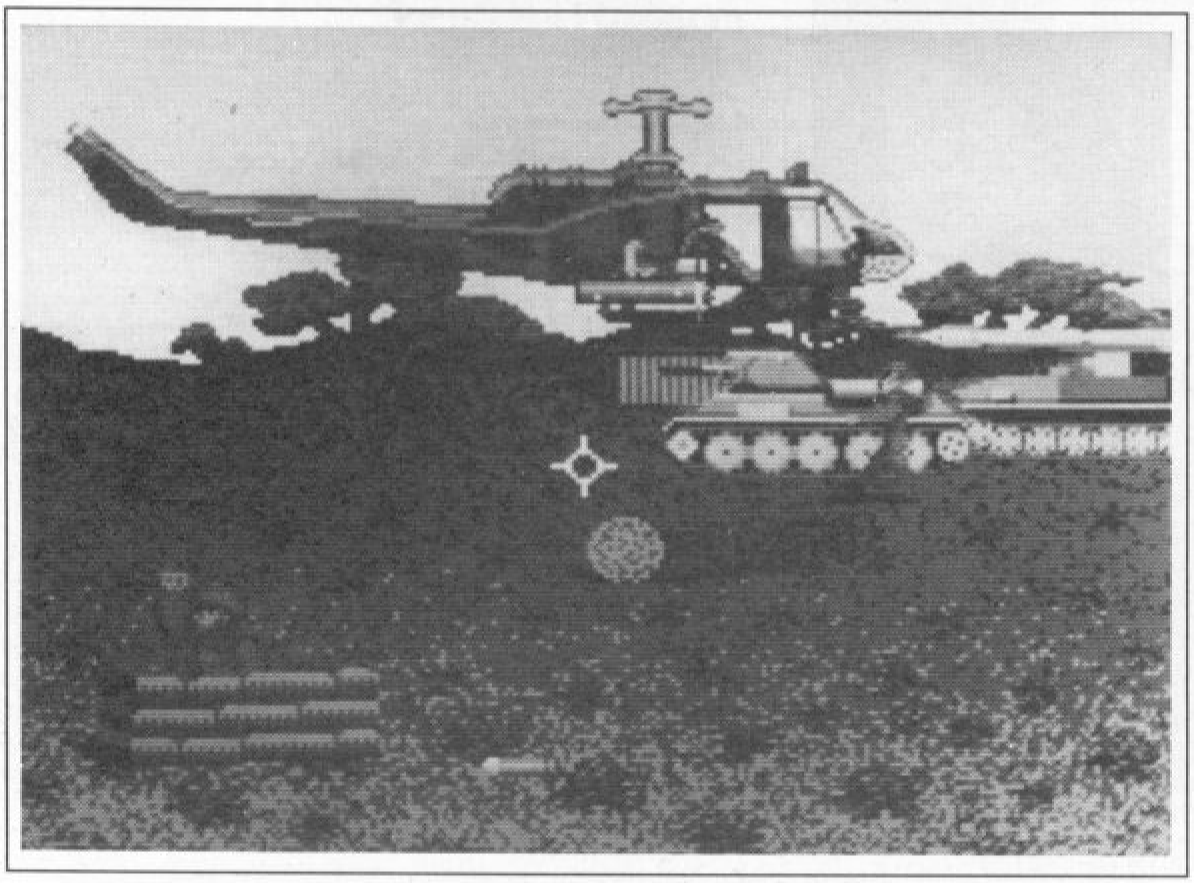
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VETERAN

Software Horizons
Price: £14.95

Bring on the clones! With Op Wolf yet to arrive in the office, Software Horizons have taken a steal on the blood and guts brigade with a cheapo replica.

On loading you're offered a nice, if somewhat gruesome option to choose which weapon you want to cause the carnage with. I plumped for the trusty Kalashnikov and prepared to widow a few wives, and make some mothers very unhappy.

The screen is littered with soldiers, tanks and helicopters all intent on stopping your progress. Things are further complicated by the jerky nature of the game. Your shots seem to register on the enemy very late, by which time you've wasted valuable ammunition which could have been used on another more pressing target. You also tend to lose sight of the crosshair on the screen amongst all the puffs of dust and explosions.

Veteran is also limited in comparison to *Op Wolf* because the screen doesn't actually scroll like the Taito game. Instead the opposition walk into the scene and out again whilst you remain motionless. This means that the background is static and rather drab.

Sound is reasonable with plenty of stuttering machine guns, a few (weak) explosions, and digitised screams of pain. There's also some digitised speech.

Veteran is by no means a poor game, but it's budget and it does show. The test is undoubtedly tough enough, but I think most would rather wait for the real thing than meet the poor relation.

Mike Pattenden

SOUND	61%
GRAPHICS	72%
LASTABILITY	54%
PLAYABILITY	56%

55%

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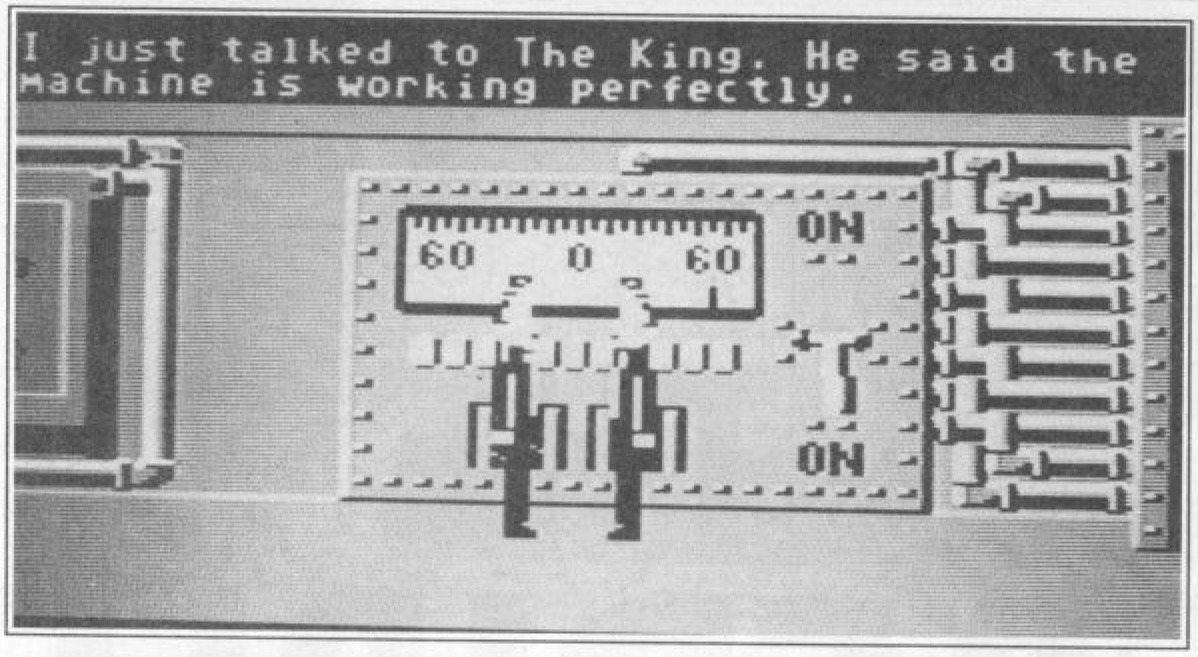
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Gossiping martians.

ZAK McKRACKEN

Something called *Zak McKracken and the Alien Mindbenders* could only come from the US. You need look no further than the packaging to confirm your suspicions. This latest Lucasfilm adventure concerns the exploits of a tabloid hack — that's McKracken — who is trying to save the world from a Martian plot.

If that seems fairly straightforward, then a read of the freebie news-sheet 'The National Inquisitor' will soon have you scratching your head. The Inquisitor's a spoof of America's National Inquirer, a paper that makes the Sunday Sport look like Hansard. It contains stories like 'TWO HEADED SQUIRREL ATTACKS TWO CAMPERS AT ONCE', 'ALIEN AMUSEMENT PARK FOUND ON MARS', and 'WORLDWIDE STUPIDITY EPIDEMIC LINKED TO SPACE ALIENS IN PHONE COMPANY'.

Each of the stories holds some vital clue to solving the mystery and thwarting the 'space aliens from Mars' whose aim is to turn the world stupid.

The game begins with a short 'cut scene' in the office of Zak's boss, the editor of the Inquisitor. You don't actually take part in cut scenes, they're like little cinematic vignettes which connect up parts of the story or let you know what's going on in some other part of the adventure. This first scene shows Zak getting yet another crummy assignment from the Ed. He has to go to Seattle to check out the two-headed squirrel story.

Next we cut to Zak waking up in bed. Like true seasoned adventurers we can now begin to search his gaff for anything — absolutely anything that might come in handy along the way. The nice thing about this game is that it doesn't make things impossibly difficult from the word go. To begin with, in Zak's bedroom you will find his cashcard, a kazoo and a yellow crayon!

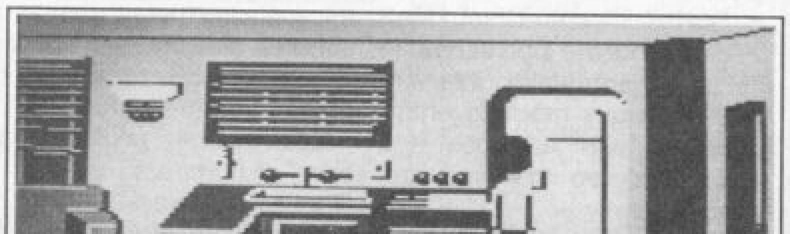
You can select from a menu of verbs and nouns at the bottom of the screen. For example you can select 'pull' from the screen menu then point the cursor at the desk drawer and — what do you know — it opens. Zak moves around in the same way — by selecting 'walk to' from the menu and pointing on screen with the cursor.

Adventurous types, once they've ransacked Zak's place, will want to take a look at the outside world. Once you've taken a look around the local shops you can catch the bus to San Francisco airport and travel a bit futher afield, say to London, the Bermuda Triangle, Egypt, or even Mars. Every now and then you quest will be interrupted by cut scenes, usually showing the Martians preparing to rob the world of its mental faculties via the telephone network.

If you can put up with American humour and the lo-res graphics then who knows, you might find yourself having a lot of fun with this game.

Ken McMahon

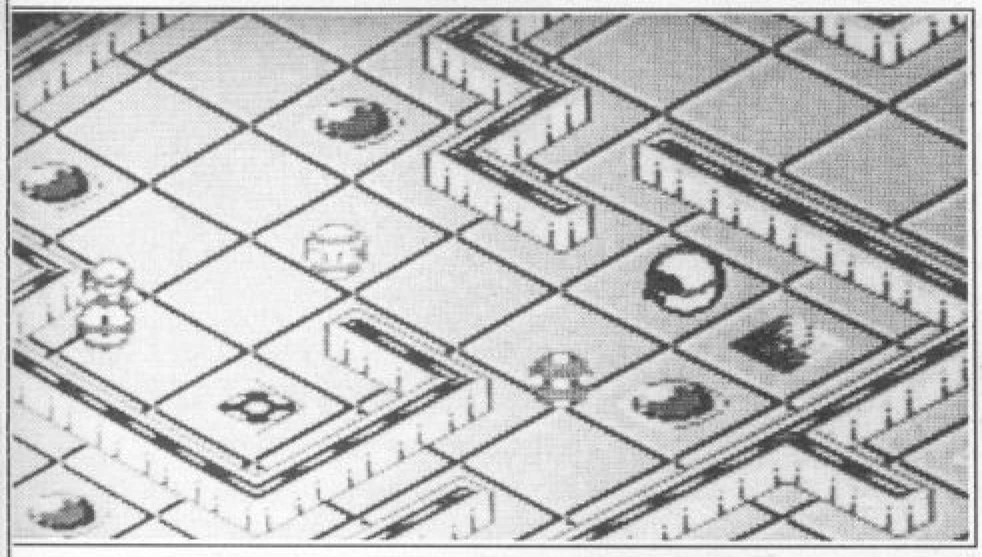
Hmm what's in the white drinks cabinet . . .



Electric Dreams/ Activision
Price:
£9.95 cass
£14.99 disk

SOUND	35%
GRAPHICS	55%
LASTABILITY	75%
PLAYABILITY	76%

77%

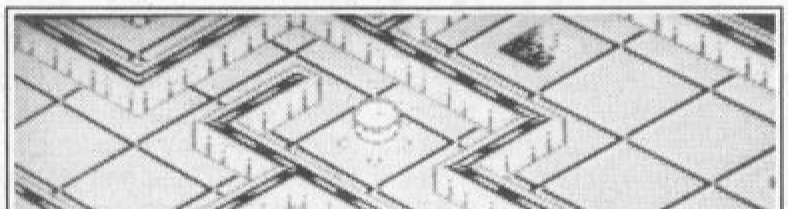


THE INCREDIBLE SHRINKING SPHERE

Remember *Marble Madness* and all thouse other ball bearing spin-offs? Well, you can add *Incredible Shrinking Sphere* to the list. *ISS* is a complicated sort of a game in which you control the aforementioned sphere on a metallic 3D pinball table landscape.

But there's more to *ISS* than a bit of fancy work with the flippers and the odd surreptitous nudge. The plot, it has to be said, is the usual load of old cack.

The Sangfalmadore Run is really bad news. If it was a ski slope and you wanted to find Prince Charles, the Sangfalmadore Run is where you'd look. Get the idea? Normally the daring types in the Sphere training Corps — the SAS of Sangfalmadore — do the run a couple of times before breakfast just for kicks. But because of some inhospitable seismic activity (that's an earthquake to you) it's out of bounds.



Start the ball rolling.

But Colonel-in-Chief Matt Ridley is not the kind of man to let an earthquake interfere with his early morning entertainment and he goes and gets stuck so that you can rescue him.

There are eight levels to the Sangfalmadore run, each divided into four plates. You can pop down a hole in one plate and emerge in another then pop back up again if you want. This is quite a handy trick to escape from the assassin spheres that chase after you. Of course you can always try to shoot them instead.

Like pinball, *ISS* has all sorts of bumpers, flippers and weirdo gadgets for you to experiment with, but you won't find any of these on an ordinary pinball machine. Most useful are shield icons which make you invincible to the assassin spheres. Most of these icons are self-explanatory — chaotic bounce, fire power, prison, black holes and so on. The best way to find out what they do is to roll over them. In any case it pays to keep on the move to avoid the craters which appear in the planet surface.

There are certain parts of the terrain which you won't be able to negotiate unless your sphere has the right characteristics — achieved by rolling over the appropriate icons. For example some runs are very narrow and you have to roll over a shrink icon before you can get down them. Your sphere must have low mass and high speed to get over a ramp without flattening it.

It says in the blurb that the idea for *ISS* came from the pattern on a pair of slippers. I don't think they could have been the Marks & Spencers ones with pictures of puppies on that Bohdan Buciak wears. Anyway this one gets the toes up from me. **Ken McMahon**

Lucasfilm
Price:
£9.95 cass
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SOUND	**89%**
GRAPHICS	**80%**
LASTABILITY	**85%**
PLAYABILITY	**82%**

80%

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Robocop, fresh from his debut as a coin-op star, now appears in his own computer game, based around parts of the coin-op and the movie, but not a direct conversion of either.

Robocop is a good example of a movie licence that has successfully managed to capture the basic elements of the movie. It's fast paced, it's violent and it's great.

Follow our hero as he makes his way through nine levels of action from the routine patrolling of the streets to the discovery of one of his murderers (I'm not going into detail about the plot — see the movie). Tracking and identifying his assailant leads him to discover the true whereabouts of his real murderer in a drugs factory which then, well, let me take you through it slowly.

The first level has you on patrol in the streets of Detroit. The crime rate is a little high in the area. As you walk along, more and more bad guys appear, some in windows, some on ground level, all armed. You have to take them out as fast as possible. As you walk along, and this happens on all but three of the levels, some of the bad guys drop items. These can be anything from baby food bottles to replenish your energy level, which you'll need (you only get one life), to weapons of a more powerful nature. These range from armour-piercing shells to three way fire.

When you reach the end of the level, you hear a cry for help from a nearby alleyway. Treading your way in a metallic sort of fashion, you come across a mugger holding a woman in front of him like a shield. The idea here is to shoot the man, but not the girl. The man moves randomly left and right, and you have to hit him about twenty times by moving a crosshair over the small amounts of his body that show. Hit the girl and you lose energy. Run out of time and the guy kills the girl.

The third level has you back on the beat again, only this time it's a little harder. As you get to the end of the level, you are met by a motorcyclist outside a gas station. Kill the cyclist, and you load in the second of the three loads.

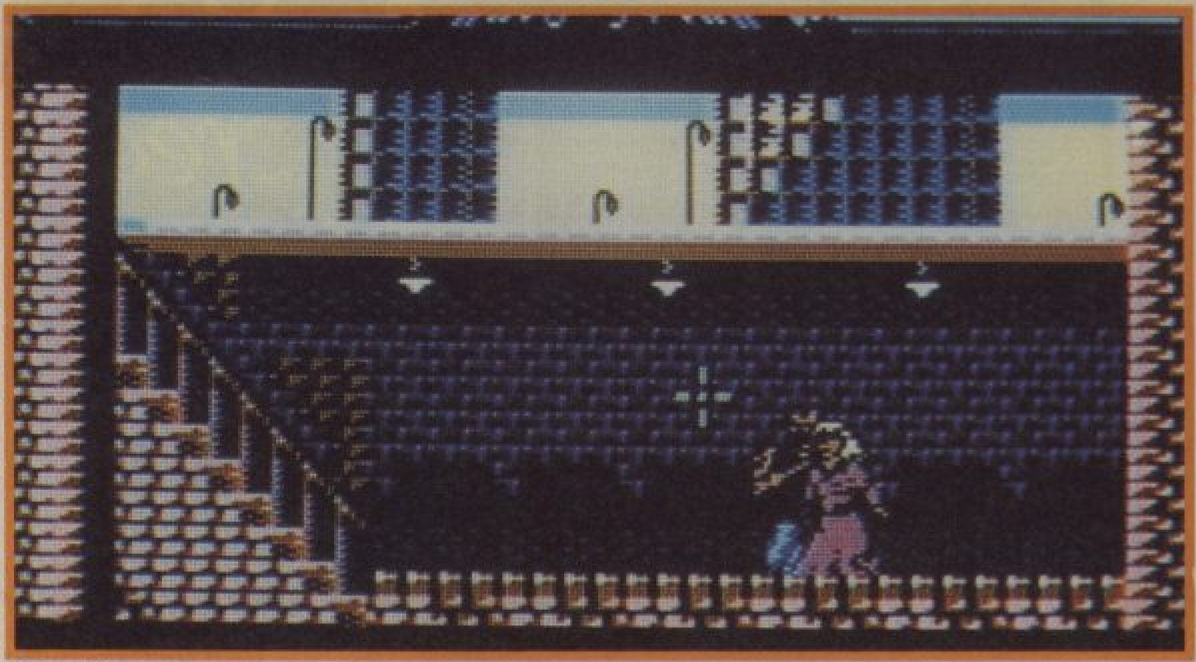
Level four is where you learn who your murderer was. On the left is a fotofit picture of Mr Motorbike. You have to build up an identical picture for the police computer. A bit of a



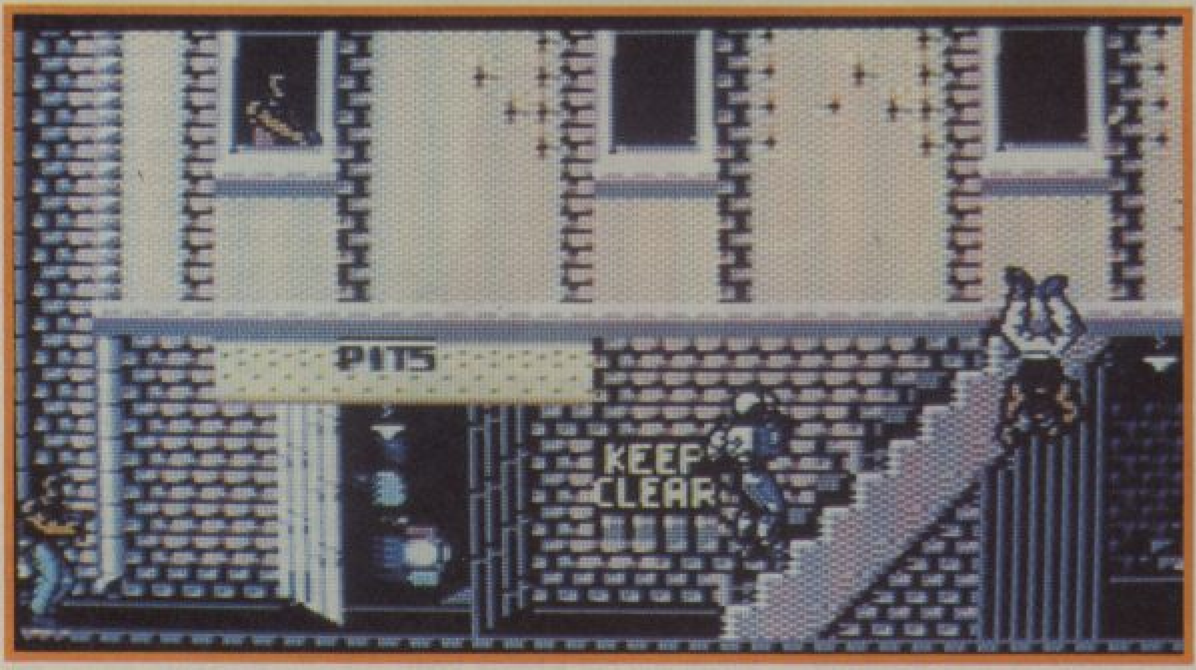
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ROBO



Unhand that woman.



Robo gets the drop on some poor punk.

a brief time, and you have to press fire when the correct one comes up. You get three attempts. Put the face together in the alloted time, and it's off to the drugs factory. This is a four way scrolling tower, the idea being to get to the top, and then down again. Baddies come from all four directions as well, and this is where it starts getting hard. It's here you find Clarence Boddiker, your murderer. he informs you that the man to go for is Dick Jones, the number two at OCP, the computer firm that now runs the police department.

Off you go to see Dick, who proceeds to disarm you with a little deterrent by the name of directive four. What that means is you can't attack a member of OCP, which results in you almost shutting down and losing your weapon. Then you are faced with ED 209, a huge lumbering metal beast, the original design for Robocop. The only way to destroy it is to get close enough to punch its gun inwards, effectively making it blow itself up.

Then you've got to get out of OCP tower, kill Clarence Boddiker and save the President of OCP. All in a day's work.

All this fits into three loads, the good thing being that once you load in the second or third load, you don't have to go back to the start of the game, only the start of the load.

The graphics are as good as they could be on the 64. What that means is that the sprites, though small, are quite well defined and colourful. Robocop himself is amazingly well animated, especially when he climbs steps, though he does mince slightly, rather than stride purposefully *(you're so butch Tony! Ed).*

Sound, however, is not as good as it could have been. The sound effects are flat and dull, and the tunes are far from pleasant. The only really good thing abouth the sound is the speech at the start which basically states "Robocop".

The game plays quite well, though there are one or two irritants. The first is the jump control. For one thing, it's pointless and, as it consists of up and fire, you lose vital manoeuvrability for a few seconds when firing upwards. The other gripe is that it's incredibly hard to get down stairs. I have spent precious seconds wandering around at the top of a flight of stairs trying to line myself up perfectly so that down-left on the joystick will make me walk down the stairs kneeling down and pointing my gun at the floor.

Robocop is a very good game. Sadly, believe it or not, it doesn't rank anywhere near the Spectrum 128 version, which has much better graphics and sound, and even a bit where you hear Robo read out his prime directives. There's no reason why they couldn't have done that on the 64.

Tony Dillon

OCP

GRAPHICS	**79%**
SOUND:	**46%**
PLAYABILITY	**83%**
LASTABILITY	**74%**

79%



Beating a retreat.

TIGER ROAD

Tiger Road is a martial arts beat 'em up at its crudest. None of this messing around with between 16 and 255 different moves, just make sure your man is pointing in the right direction and whammo!

The nearest *Tiger Road* gets to exhaustive documentation is the short scene-setter on the back of the pack. You, as Lee Wong set out on a quest to free a bunch of kidnapped kiddies, held by the completely insane, not to mention fairly evil, Ryu Ken Oh. Ken fancies himself as a bit of an oriental Pied Piper and wants to turn the brats into soldiers to fight in his evil army. Only you can stop him of course and to do that you must battle with countless awesome opponents from sword-swiping Samurai to tortoises — well they looked like tortoises to me.

Lee Wong sets out on the road to death and destruction with nothing more than a three foot club spiked with six inch nails to protect him from Ken Oh's evil minions. The club actually works pretty well, particularly for ground based attackers like Samurai and tortoises. There are a lot of birds in this game — they fly around your head and sap your life giving force which is a bit of a pain. The only way to get them is to leap in the air and take a swipe mid-flight.

When you get a break from belting bad guys the idea is to make a run for the edge of the screen and get the scrolling going, if only for a change of scenery. You have a generous sixty seconds to get to the end of the section before you forfeit a life. If you make it in one piece it's off with the old screen and on with the new.

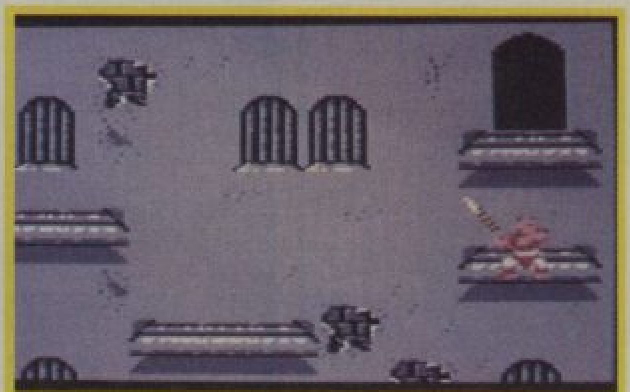
The new screen will have a new backdrop, new layouts and some new monstrous beings in addition to the birds, Samurai and tortoises which have walk on parts in every section by the looks of things. The scenery isn't the most imaginative I've ever seen, occasionally you get to jump on a table. One of the better screens has you jumping around on platforms taking a swipe at a flying ghost-like Samurai.

What else? Oh yes, every now and then when you club an unfortunate creature to death it leaves behind its own weapon which you can then pick up and use. It's a shame that the only change this makes to your performance is a cosmetic one. Whilst you might look a much cooler customer swinging a Samurai sword than a caveman club it has an identical effect as far as your enemies are concerned.

It's not what you'd call sophisticated, but it's a good crack all the same. I mean be honest, what actually happens when you get one of those games with a book of instructions like 'pull the joystick to 45 degrees with the fire button pressed and your spare finger in the cartridge port to execute a 360 degree high split kick with Immelmann loop. Do you memorise it from beginning to end? Nope. Absolutely no thinking involved just give em a good kicking, or nailing or whatever comes to hand.

Ken Oh McMahon

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They don't like it up 'em.

GRAPHICS	53%
SOUND	42%
PLAYABILITY	76%
LASTABILITY	63%

62%

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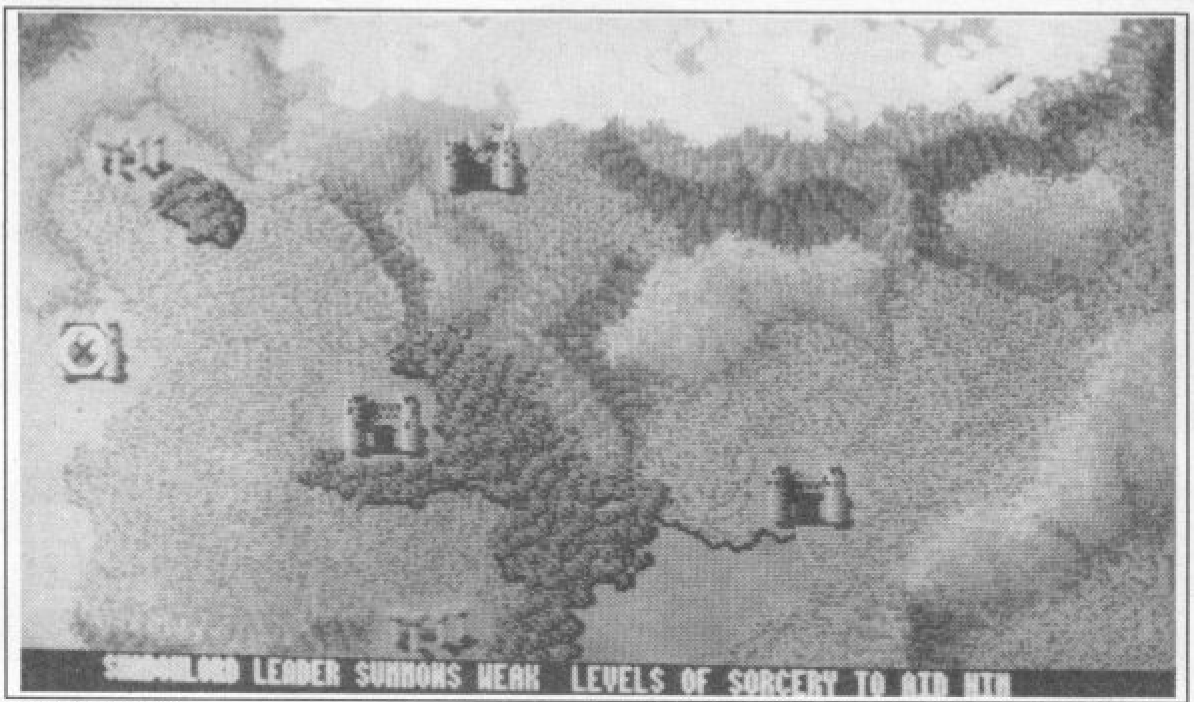
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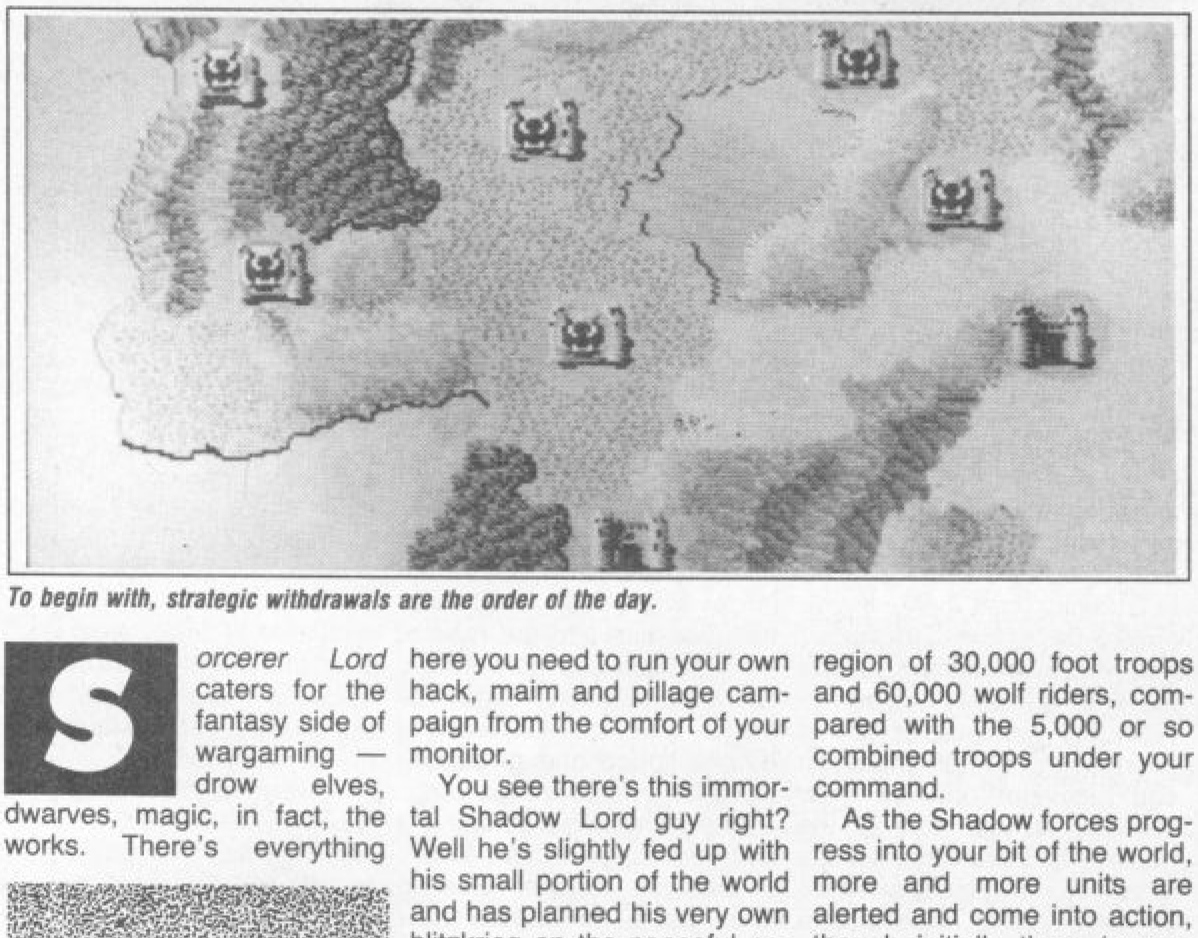
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SORCERER LORD



Magig moments . . .



To begin with, strategic withdrawals are the order of the day.

S*orcerer Lord* caters for the fantasy side of wargaming — drow elves, dwarves, magic, in fact, the works. There's everything here you need to run your own hack, maim and pillage campaign from the comfort of your monitor.

You see there's this immortal Shadow Lord guy right? Well he's slightly fed up with his small portion of the world and has planned his very own blitzkrieg on the peaceful nations that make up the rest of the world using special genetically engineered wolf riders and foot soldiers.

Obviously the attacking side takes the initiative at the start of the game, and in this case it's the shadow forces who win the first innings. They start by mobilising somewhere in the region of 30,000 foot troops and 60,000 wolf riders, compared with the 5,000 or so combined troops under your command.

As the Shadow forces progress into your bit of the world, more and more units are alerted and come into action, though initially there is very little you can do against the first onslaught other than strategic withdrawals. Later on the Shadow forces start being whittled down bit by bit, by which point you should have amassed a sufficiently large grouping of troops to put up a decent fight.

But where would a fantasy war game be without magic? In this game it plays the role air cover plays in modern warfare. The leaders of your units have a sorcery rating and depending on how close their battle is to a ring of magic standing stones they can do anything from changing the weather to summoning an army of demons. But beware, the enemy can also use magic.

Sorceror Lord is not a very deep war game, you don't have to worry about troop supply for a start, and really most of your attention can be fixed on where to attack and what race to use (different races are suited to different terrains, and it makes a significant difference getting that right).

This isn't the most challenging war game I've ever seen but it's a nice knockabout, and the well presented, neat graphics, and nice samples add to the enjoyment.

There is, however, one major drawback, *Sorceror Lord* is only a single player game, and despite the three skill levels it is very limited.

A passable war game though somewhat devoid of any real expansion or scenario change. Buy it if you've got the spare cash, but I think you'll find you're not getting enough for the price.

Mark Patterson

PSS
Price: £24.95

SOUND	**45%**
GRAPHICS	**54%**
LASTABILITY	**57%**
PLAYABILITY	**63%**

60%

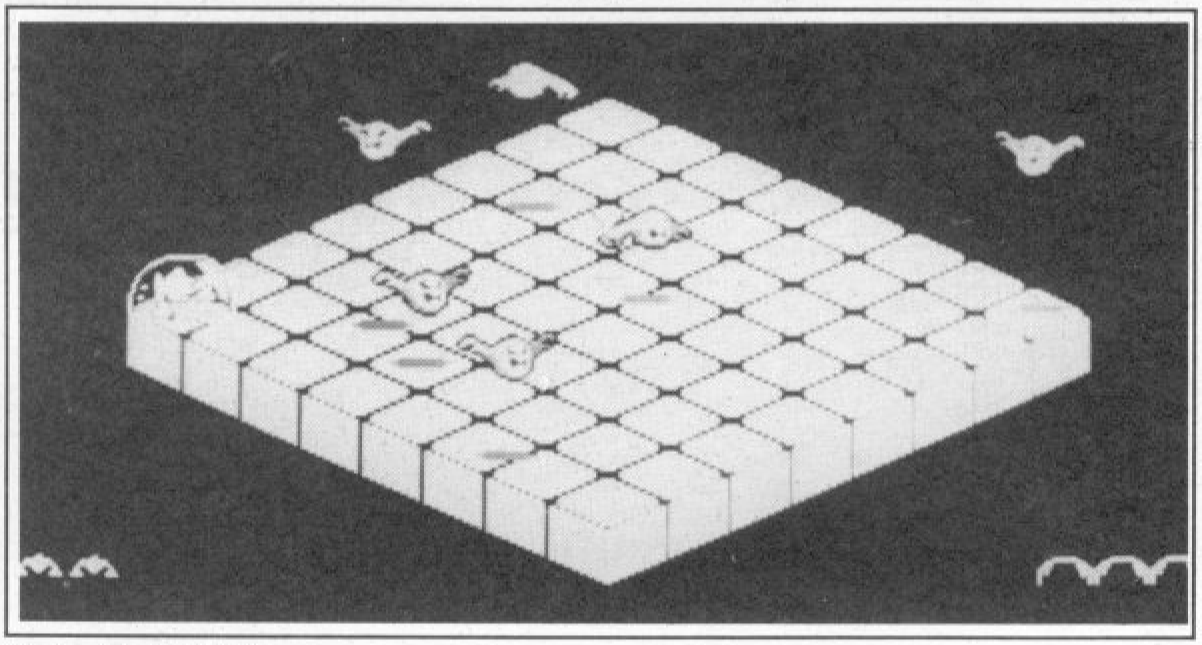
NO EXCUSES

Anybody out there remember Arcana? I know I do. If you're one of the people out there who's scratching your little head and saying 'I know that name from somewhere?' then here's a little memory jogger. They released one of the first Amiga games a while back by the name of *Powerplay (The Game of the Gods)*. Quite good it was too.

No Excuses is, in as concise a way as I can put it an isometric 3D single screen puzzlegame with quite a lot of blasting and dodging. You play a little insect life form whose sole purpose in life is to destroy all the free-roaming aliens in each of his world's 50 planes (the flat kind not the airborne kind).

On each of the 50 levels, there are varying kinds and amounts of aliens. These vary from airborne greenies that swoop lower each time they pass, reach ground level then fly directly upwards and reappear somewhere else to do their amazing swooping trick again. Then there are the aliens that swoop down, land on the ground and sit waiting to be shot. Finally, there are the aliens that swoop, land and shoot at you from ground level.

As you wander about, you can attack in two ways. You can fire directly upward to shoot down the swooping aliens and you can shoot at ground level to take out the landed aliens. As the nasties swoop lower and lower, they reach a stage where they are no longer above you, but aren't quite at ground level. At this point they can't be shot. There are two ways to get out of a situation like this. First, and probably the easiest, is to move out of the way. Pretty easy to do as the aliens move in straight lines only. If you should find yourself in a position where you simply haven't the time to move, or you haven't the reflexes, or you're eating your dinner, then you can activate one of your shields. At the start of the game you have three to use wisely, and when activated via the keyboard, an impenetrable dome appears over the character which stops anything from getting in, but sadly also stops you from moving anywhere for a few seconds.



The beast in the bubble.

As you go on, the ground pattern gets more and more complex, and lots of different tiles appear. Some do all the usual things like slide you along, push you in the wrong direction, freeze you, blow you up, disappear, etc. My favourite one is the Superman brick. When you walk over this, you turn into the man of steel himself and don the old red cape with the 'S' on the back. This lets you run at double speed and gives you invincibility for a limited time.

The game also contains a comprehensive editor, which allows you to alter existing floor plans or create new ones, which includes putting down tiles and changes the number of aliens from 3 to 298 (x99).

Graphics are fine, and indeed they do serve their purpose. I couldn't help feeling that they were a little too simplistic. A little more detail perhaps would have helped the game out from its rather bland look.

The sound is fab. There's a multitude of really clear samples that have been expertly 'mucked about' with. The noise when you die is emphatically good.

No Excuses is fun, but when it comes down to it, it's really nothing more than 50 levels of stand on the right square, press fire, and then stand on this square, press fire, etc etc. That said, it's good for an hour or two.

Tony Dillon

Arcana
Price: £19.95

GRAPHICS:	72%
SOUND	88%
LASTABILITY	61%
PLAYABILITY	63%

71%



Let's all do the Conga . . . lager louts get funky.



IK

Words almost fail me (but not quite). This is definitely the hippest, not to mention the best, beat 'em up on the Amiga yet.

Even on your first go you can't help but notice that it is the same game as the 64 original but one full rung up the evolutionary ladder. To start with the main title screen features really smart little multi-coloured men bounding around the corners of the screen to a funky toon. This does wonders for first impressions.

I'm not going to dwell any longer on comparisons between this and the 64 version, there aren't any. The backdrop is fantastic, though sadly there is only the 'one' (*don't bring them into it. Ed*). This is compensated by all the different things which happen there. Leaves fall slowly from trees, birds fly across the horizon, fish jump out of the water, periscopes pop up, and even Pac Man puts in a cameo appearance. And with the super 'hidden' key combinations you can alter the backdrop colours, the judge and make all the respective features appear at your command. A visual treat.

Almost as impressive are the foreground warrior sprites. All three move with amazing speed, clarity and animation. They perform an array of moves which number well into double figures. High kicks, low kicks, sweeps, and a fantastic double kick whereby the character jumps into the air and kicks a leg out at either side. Let met tell you if you can clump the two other fighters simultaneously with this it looks a mite impressive.



When a guy is hit he jumps into the air with a howling cry then lies spread out for a few seconds, stars orbiting around his battered cranium. My fave move though is the punch, quite simply a straightforward gob smack, but, phew, it looks good. Where defence is concerned you can block. Moving the joystick away from an opponent at the same time he goes to thump you results in an effective block, or you can just backflip out of trouble.

Points are scored for the accuracy of a move, one point for a clean hit, two for a clean cut thwaking. The first one to score six points, or the player with the most points at the end of the thirty second bout wins, whilst the person with the

System 3
Price:
£24.95

CODES

Archer has installed several codes, for you to type in whilst you play.
FREZ freezes the game.
PAC causes the little yellow smilie to gobble his way across the screen. Acieed!
FISH makes a fish leap out of the water, amazingly enough.
BIRD to see a bird fly across the screen.
PERI causes a periscope to peak out of the water.
Typing in a few rude words results in an interesting message appearing on screen.
Finally, type in the following to see some messages Archer included for his mates.

ANBK	**ANGL**
EDHK	**FOOK**
GLZP	**GPZP**
SHAH	**SIMR**
STEW	**SUNL**
TOTO	



Way of the exploding bomb.

Drop 'em



The periscope takes in the game.



lowest score is disqualified, unless he is computer controlled. As you score more points you go up in belts, shown by the colour of the belt and headband on the fighter.

The sound seems as though it has been directly digitised from a karate b-movie. It contains loads of over the top screams and groans as kicks fly, along with a few meaty thwacks. An excellent tune plays throughout the game.

IK+ is an immensely playable game. On the later levels though, the action gets incredibly fast and half the time you can only guess at what the moves are, and to make it worse the computer player(s) start getting really accurate with their blows. They waltz up to one of the combattants and completely flatten them with a volley of hugely offensive moves. They also retain a sort of alternating personality, one moment there's a free for all, the next they're ganging up on you.

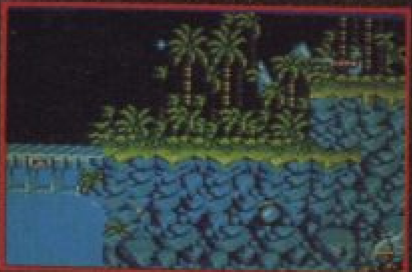
IK+ was the best beat 'em up on the 64 and now it's proved to be the same on the Amiga. An essential purchase.

GRAPHICS:	**89%**
SOUND	**92%**
LASTABILITY	**88%**
PLAYABILITY	**91%**

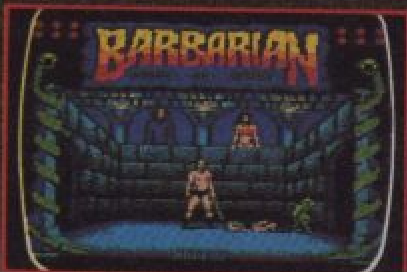
91%

The CRUCIAL COMPILATION

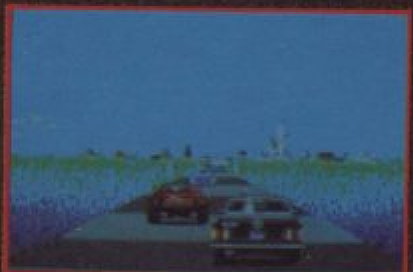




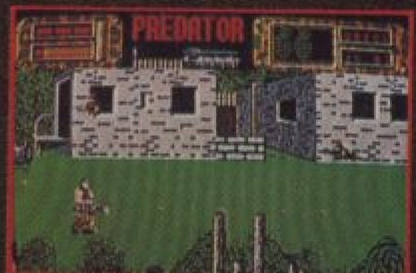
GRYZOR Featuring all the game-play of the arcade original. Gryzor takes you into a thrilling alien world of force fields, fanatical guerillas and strange enemy defence systems – but you have the fire-power and maybe, with a 'little' skill, grit and split second timing, you can infiltrate the aliens' headquarters. Play Gryzor once and you'll be hooked!
© 1987 Konami



BARBARIAN THE STORY SO FAR... The evil sorcerer Drax has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess Mariana will be released. From the wastelands comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness? ONLY YOU CAN SAY...
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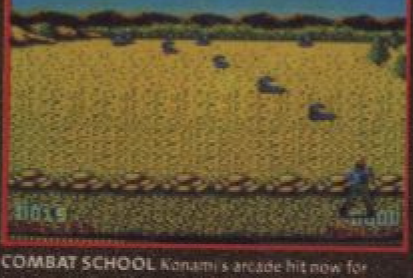
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LAST NINJA replaces C.CARS in C64



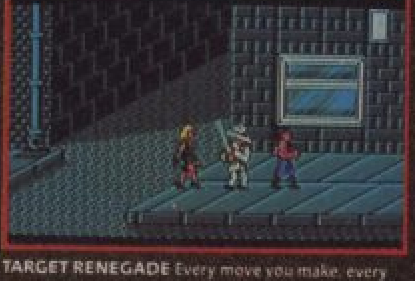
PREDATOR You've heard about Predator, the Schwarzenegger movie – now you can play the leading role. Take a crack commando unit into the South American jungle to rescue a bunch of trapped diplomats. Should be easy enough...and so it would be, if it weren't for the mysterious alien who keeps on taking out your men.
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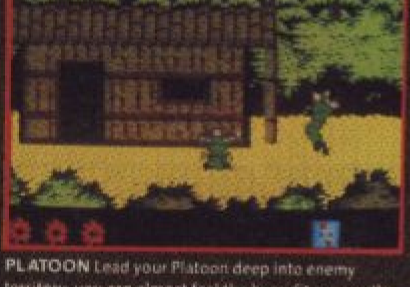
KARNOV Join Karnov, the fire-breathing Russian stongman, on his hazardous quest to defeat the evil dragon Ryu and find the Lost Treasure of Babylon. Karnov is a vast 4-way scrolling game that combines both strategy and fast action in nine challenging levels of gameplay. It is recognised by arcade addicts everywhere as one of the best games of its kind. Karnov also has something special in the way of characters – have you ever been killed by a skeleton on an Ostrich?
© Electric Dreams Software Ltd



COMBAT SCHOOL Konami's arcade hit now for your home micro and already a No. 1 hit. Seven gruelling events featuring the Assault Course, Firing Range, Arm Wrestling and Combat with the instructor himself! Combat school throws down the challenge to the toughest of thoroughbred gamesters.
© 1987 Konami



TARGET RENEGADE Every move you make, every step you take, they're watching you. Fight your way through the precinct – the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. This is just the tip of the iceberg on you chilling quest to confront "MR. BIG".



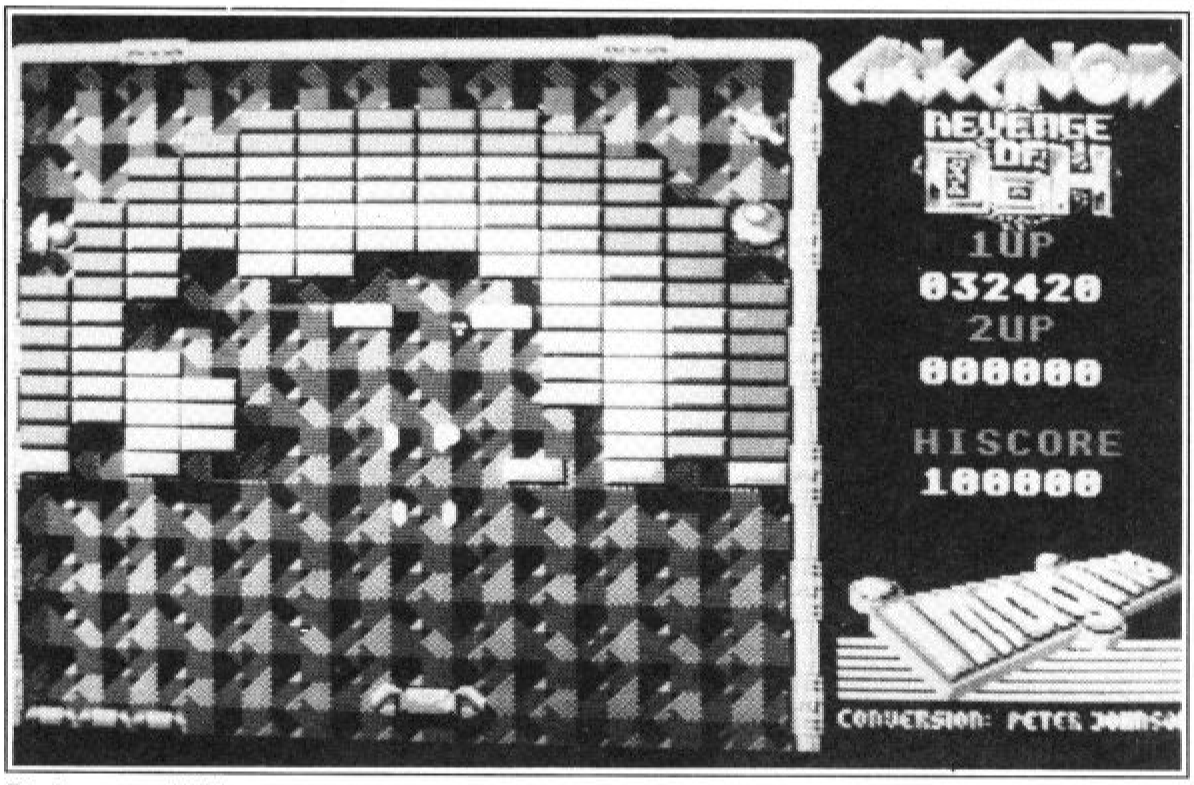
PLATOON Lead your Platoon deep into enemy territory, you can almost feel the humidity, sense the threatening dangers as you encounter the enemy and his many booby traps. Having found the underground maze of tunnels, enter at your peril! Enemy soldiers lunge at you from the murky waters within, but this is the only way you can find vital information. If you come out of this alive, you'll be just one of the few!
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The Revenge of Kelly.

ARKANOID

REVENGE OF DOH

They say that alcoholism causes in excess of one million lost working days a year in Great Britain. Exact figures aren't yet available, but it's generally thought that at least that amount of time is lost annually due to the CU staff's obsession with *Arkanoid*. The Ed has been frequently known to hide the disk in Tony Dillon's naff HM record-ridden backpack to keep it out of the hands of crazed employees over lunch hour (*and beyond — Ed*).

So when Imagine's sequel, *Revenge of Doh*, finally struggled through the Christmas post and landed on our desks, the tripewriters ceased their (*less than — Ed*) incessant chatter.

The high priest of the Mean Machine (M. Patterson, for it is he) took the sacred object in his trice-blessed mitts, and intoning the appropriate runic mysteries, booted it and we all took in our first glace. Not so good, to our horror.

It's not that progammer Peter Johnson hasn't added and enhanced the original, he has, quite a bit. For the unitiated, despite a hokey spaceage intro screen, *Arkanoid* was simply a very elaborate update on the age-old *Breakout* concept, basically knocking out rows of bricks using — bat and ball. Of course, there were lazer bats, multi-balls, sticky-bats, elongated bats, extra life icons and bonuses to pick up too.

Revenge of Doh added shrinking bats (a bummer), self generating multi-bats, super hard multi-balls, double-bats, the amazing mega-lazer which cuts through every brick it touches like a knife through hot butter (except the moving bats, that is) plus a whole new array of brick arrangements and added interfering nasties.

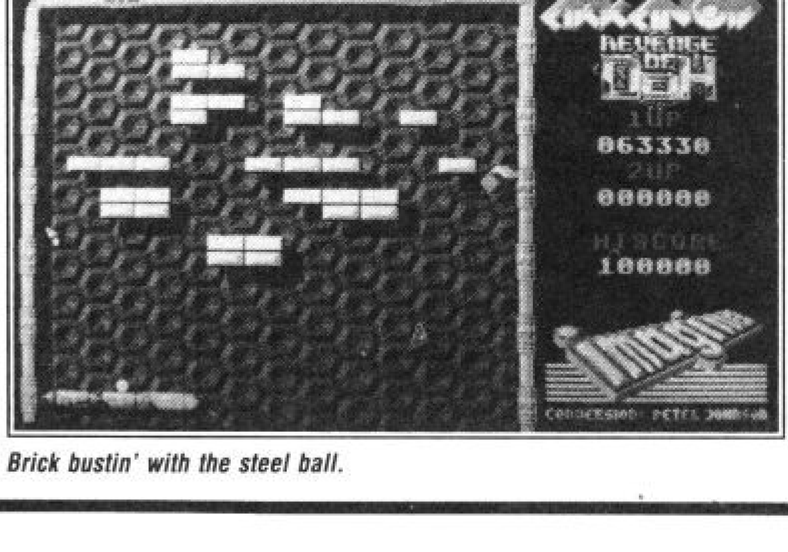
But unfortunately, the gameplay, sprite detection and graphics let this down — badly.

For a start, where the Discovery conversion was simple, colourful and razor-sharp, colourwise, *RoD* manages to be simple, colourful and seriously fuzzy. The bell vibrates in the air! Secondly, sprite detection is poor and in a game where precision is essential, bad sprite detection is frankly disastrous. And the combination of these two faults renders the gameplay unpredictable, and therefore naff.

All of which is not to say that I haven't spent quite a while on this game — I have. The original concept is so brillantly simple, and so simply brilliant, that, warts and all, *Revenge of Doh* couldn't ever be a total turkey.

But for all those who love *Arkanoid*, and for all those who've yet to experience it, *RoD* is a sad letdown.

Nick Kelly

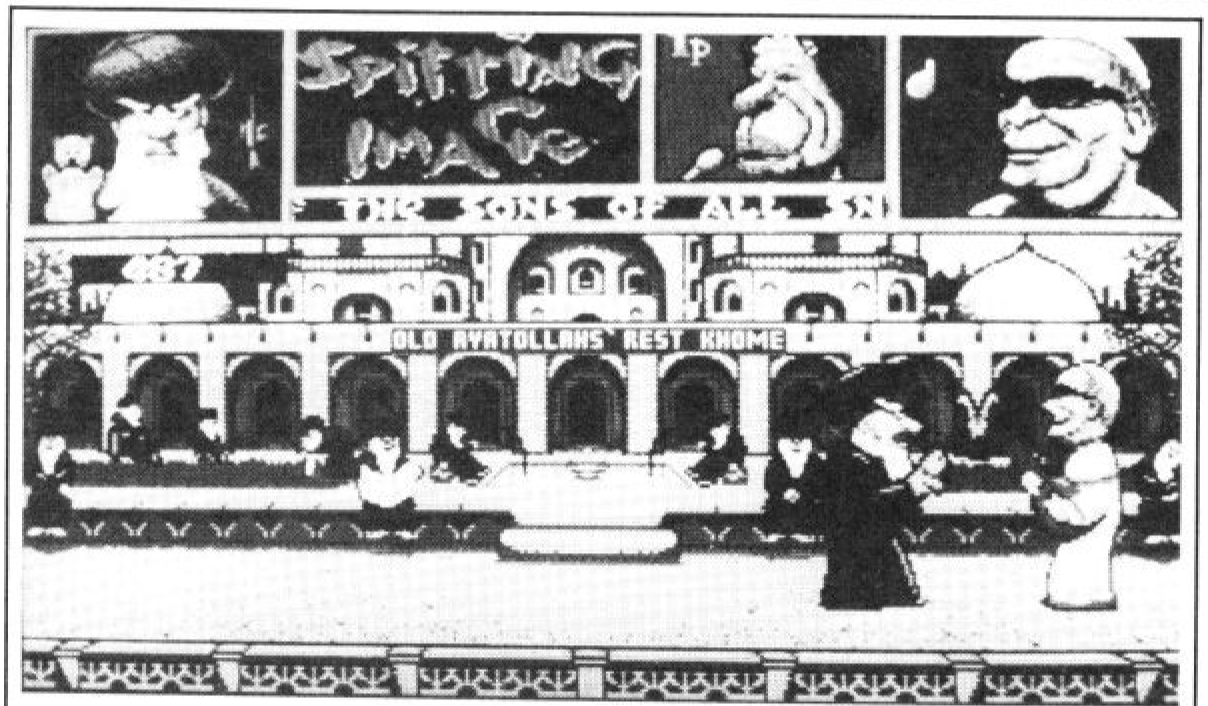


Brick bustin' with the steel ball.

Imagine
Price: £24.95

SOUND	58%
GRAPHICS	67%
LASTABILITY	64%
PLAYABILITY	70%

68%



SPITTING IMAGE

Spitting Image would have been an excellent licence on its first run. But when Domark originaly tried to produce a game linked to it, *Splitting Images*, they didn't stop to buy the licence and had to change the name to *Split Personalities*.

The Completely Brilliant Spitting Image Computer Game, to give it its full title, is a beat-em-up. Nothing more, nothing less. The idea is to take over the world. To do this, you must first pick a world leader and then find an adversary. These range from Groovy Gorby, to Ronald MacReagan, to His Coolness the Pope, to Mr and Mrs Ayatollah. Even the Queen herself makes an appearance as a commentator.

Each of the characters is represented as a photograph along the sides of the screen, around a map of the globe. By moving a pointer around the screen, you can make different things happen. When you move the pointer over one of the faces, you activate a joke. The Ayatollah raises a glove puppet of Sooty and squirts himself in the face with it. Thatcher's wig flies off, His Coolness smiles and his shades twinkle. As you move the pointer over the map, a message at the top of the screen tells you which country you are over, which is generally faithful to the map in the Spitting Image book. Most of Europe is called Britain, the rest being Pinkoland, whilst Mexico is now known as Sansosodallmoney. Har har.

When you've selected your host and your adversary, you go into a one-on-one battle in true beat-em-up style. This is where the game falls flat. The graphics are great and it is fun for a short while, but it's very restricted. The problem is, you only have three basic attacking moves, normal, high and low punch and a kick.

On top of your three moves, you've got your dirty moves. The first is achieved by pushing the opposite direction and pressing fire. Each of the characters pulls a different stunt at this point, Ronald MacReagan pulls out a tomato Ketchup dispenser and squirts it, P.W. Botha drops his trousers and, well, does what he normally does really (Oh, little bit of politics there, this is a computer mag so stamp it out now!).

The second dirty move is the calling of the sidekick. By pressing space or 'O' on the keyboard you call on a little henchman to do the dirty work for you. The Ayatollah calls on a cannon, which fires a ball at you, Ronald calls on a flying hamburger which savages the neck of your adversary.

Sadly the restriction of moves is the game's only poor point. It may not be brimming with originality, but it is very well converted. Domark have quite successfully managed to capture the feel of the TV programme, fun, well put together, but short lived.

Tony Dillon

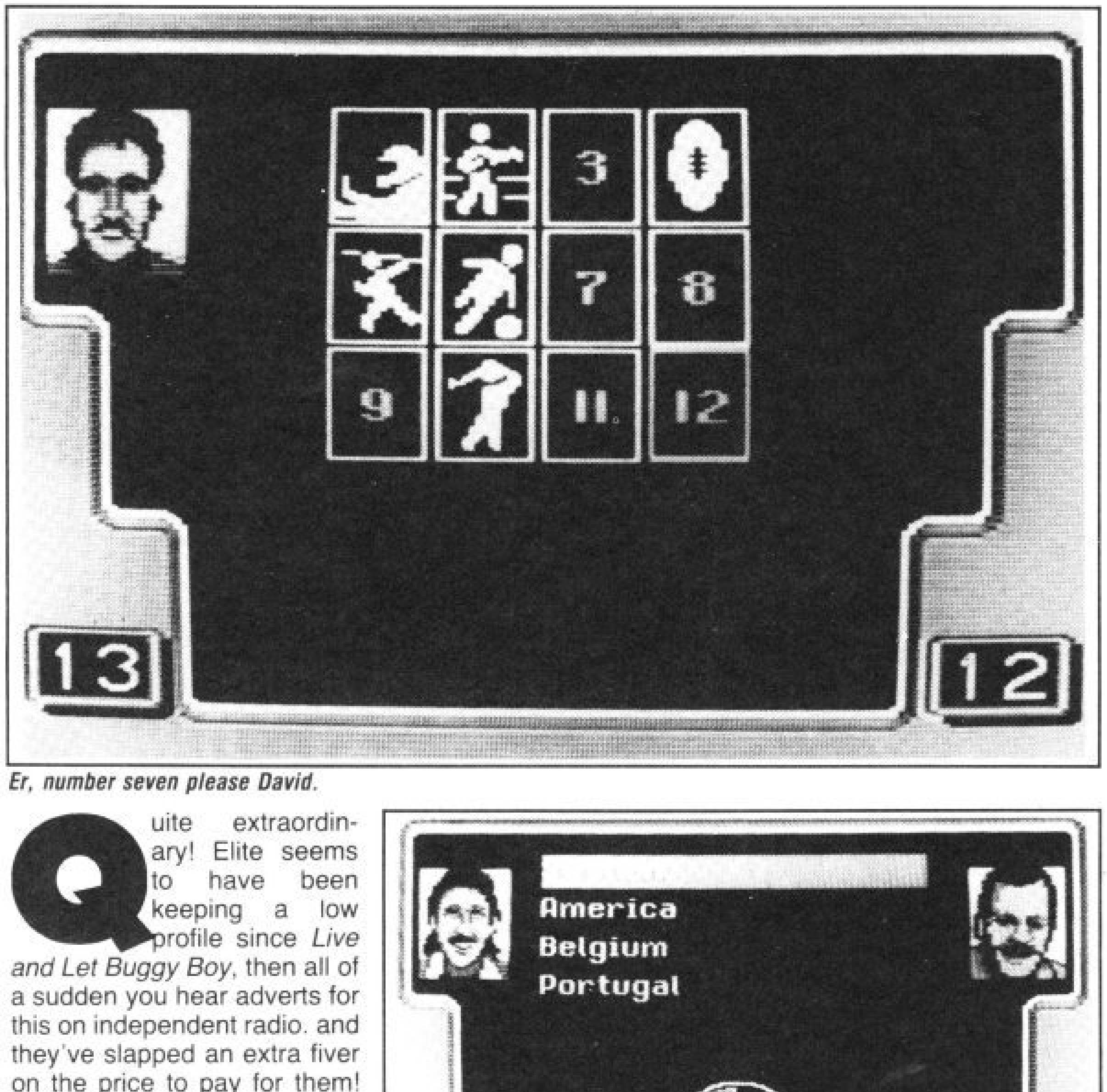


Domark
Price: £19.95

SOUND	**74%**
GRAPHICS	**84%**
LASTABILITY	**48%**
PLAYABILITY	**61%**

63%

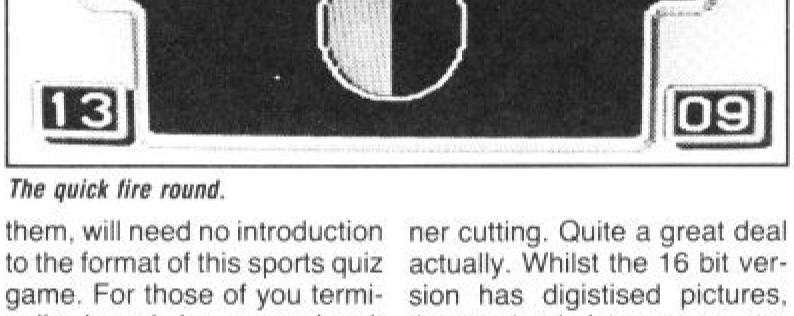
QUESTION OF SPORT



Er, number seven please David.

Quite extraordinary! Elite seems to have been keeping a low profile since *Live and Let Buggy Boy*, then all of a sudden you hear adverts for this on independent radio. and they've slapped an extra fiver on the price to pay for them! Quite extraordinary!!

Fans of the TV programme, and I count myself among



The quick fire round.

them, will need no introduction to the format of this sports quiz game. For those of you terminally bored by sport be it showjumping or football, why are you reading this review?

The conversion of the game to the home computer has obviously involved some corner cutting. Quite a great deal actually. Whilst the 16 bit version has digitised pictures, the 64 simply has representations of team members. The picture board has been replaced by numbers which reveal a particular topic like motor racing, football, tennis etc. The David Coleman picture then asks a question about that subject. The questions scroll across the screen and you're given a time limit.

The next round is the *Mystery Personality*. No you don't get a fragment of ear lobe or a broken nose to identify, instead you're given clues as to someone's identity. You get three chances to guess correctly.

Home or Away follows next, in which you can either answer questions on your favourite subjects or take a flyer on knowing the name of Bolivia's 1927 Palotta champ.

What Happened Next clearly caused a few more problems, so you are given descriptions of an event and you have to say from four options what you think occured.

Round five is the *Quick Fire* and you're pitted against your opponent or the computer to give the answer. After that it's back to the picture board for a nail biting finish.

It all takes place in about as much time as it takes to read this, so there's no time wasted playing it. As the translation of a licence it's about the best you could expect. There's five banks of questions, which I don't think is enough, but they're easily read and understood and clearly well-researched. That said, the time might be right for trivia games, but the board version is better, and you can still play along to the real thing at home.

Mike Colemanballs

Elite
Price:
£14.99 cass
£19.99 disk

GRAPHICS	**52%**
SOUND:	**N/A**
LASTABILITY	**73%**
PLAYABILITY	**64%**

61%

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MEGALAND

A fair while has passed since the appearance of this bastion of arcade games in places of amusement around Britain. In fact it's been a while since the conversion was first announced. The 64 version was cancelled, but the Amiga game has throttled it's way into the office, and its well worth the wait. *Super Hang On* oozes with skilled and patient programming, and it proves racing games can and will work on the Amiga.

The first I saw of any home computer version of *SHO* was on the ST and I was very impressed then, and although it's very similar on the Amiga it has the advantage of being slightly faster and more playable. That's why you bought the machine, right?

The graphics cannot be called arcade quality when put next to the coin op itself, but they are damn good in their own right. The scrolling is virtually faultless, the hills and general motion of the road come across very well, and you can see what's coming over the hill towards you without having to get into a panic. The speed and smoothness at which the static objects at the side of the road update is very nifty and definitely qualifies as the best in the field.

I must mention the low grade engine noises that are generated by the bike. They are a pathetic mix of hums and groans, only compensated for by the great background tracks.

The computer riders are pretty natty, not only good looking chaps but well controlled and not prone to doing irrational things. In fact they

Activision
Price: £24.95



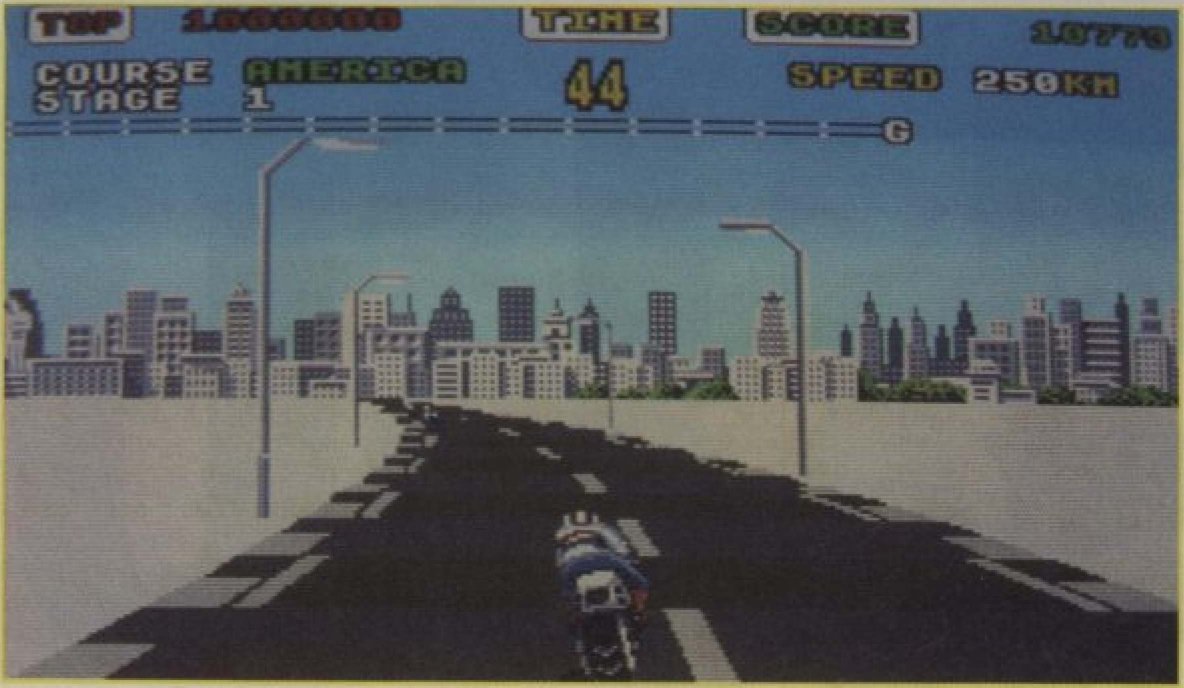
They're off.

SUPER

CU SCREEN STAR

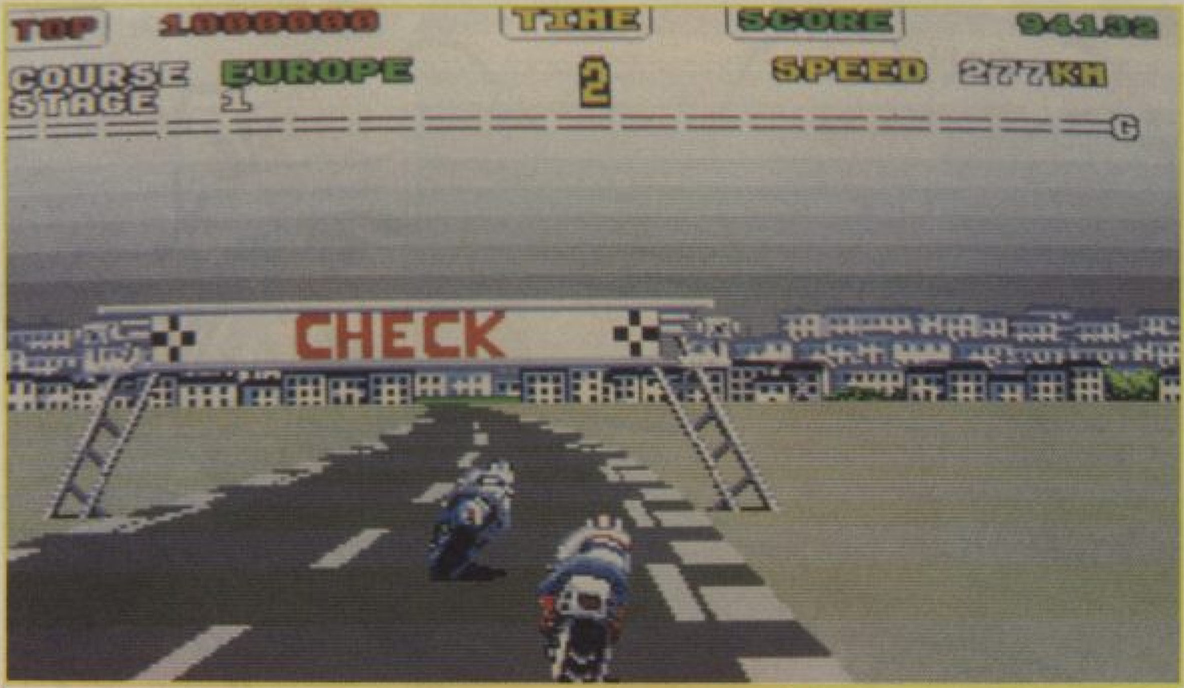

Banking near Beijing.





Nearing New York.

HANG ON



Scraping past the checkpoint.

bank very realistically. The bike's not difficult to control either, left, right and fire are all that's needed. I actually found it easier to play with the mouse as opposed to joystick and keyboard, the only problem being that I kept running out of room when it came to a difficult turn. But I guess that's just me *(undoubtedly — Ed)*.

The whole game itself is very well executed, right from the start the options include a control sensitivity setting which proves very useful. Next is the most important option, what piece of music to listen to, (the right music is essential to get a good lap time) and then comes the choice of which continent to race in, some of which are harder than others.

SHO is one of the best arcade conversions on any machine to date and certainly one of the best racing games. It has all the essential bits to make a quality game: graphics, gameplay, and ease of use. So drop *Out Run* if you really want to set a trend this is definitely the simulation to get.

Mark Patterson

SOUND	**74%**
GRAPHICS	**90%**
LASTABILITY	**89%**
PLAYABILITY	**86%**

89%

WIN MIKE'S LEATHERS



That's a lie actually Mike's very attached to his leather jacket, but those kindly folk at Mediagenic have said they'll give a lucky CU reader a brand new one and ten runners-up a copy of the Amiga bike sim.

To win we want you to answer a simple question:
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Think carefully then jot your answer on a postcard and send it to Leather Compo, CU, Priory Court, 30-32 Farringdon Lane, London 3AU. Don't forget to tell us which machine you own in case you get a runners-up prize.

A VERY MERRY CHRISTMAS FROM

CU AMIGA - 64



BETTER DEAD THAN ALIEN

It's been a while since I played a game as bad as this. I think the last one was *Lee Enfield in the Tounament Of Death*. This is worse.

For those of you lucky enough to miss the Amiga version, I'd better fill you in (and then I'll tell you about the game, har har). Travel through the battle zone and be prepared to wipe out alien after alien as they persist in their relentless attack on the Earth. Or, put more simply, play *Space Invaders*.

No, that's a complete lie. It's not *Space Invaders*. It's a terrible abomination of it. Face groups of up to 24 passive aliens and move left and right (and up and down as well) firing all the time to knock them out.

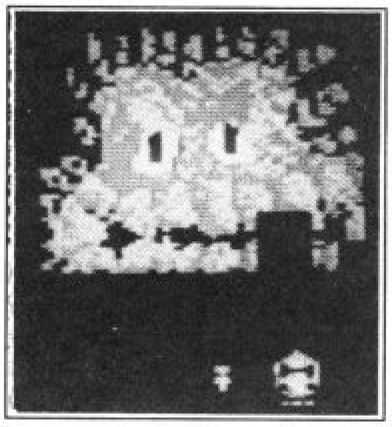
Occasionally, one will break from the pack and dive towards you. Move out of the way and he falls helplessly past, only to reappear at the top of the playing area, still falling towards you.

One will flash sooner or later, and if you shoot this one out, it will drop a capsule, which will give you a special power. This can be anything from a shield, three-way fire, super-fire or the ability to freeze the aliens. Ho hum.

It was more likely that the 64 version was going to be worse than the Amiga version, but I never thought it would be this bad. Let's take it point by point. Graphics are considerably inferior obviously. The finely detailed though badly animated sprites from the 16 bit versions have changed into small blocky colourless lumps that corrupt and then reform whenever they move down. The sound has transformed into poor spot effects, and the playability has disappeared.

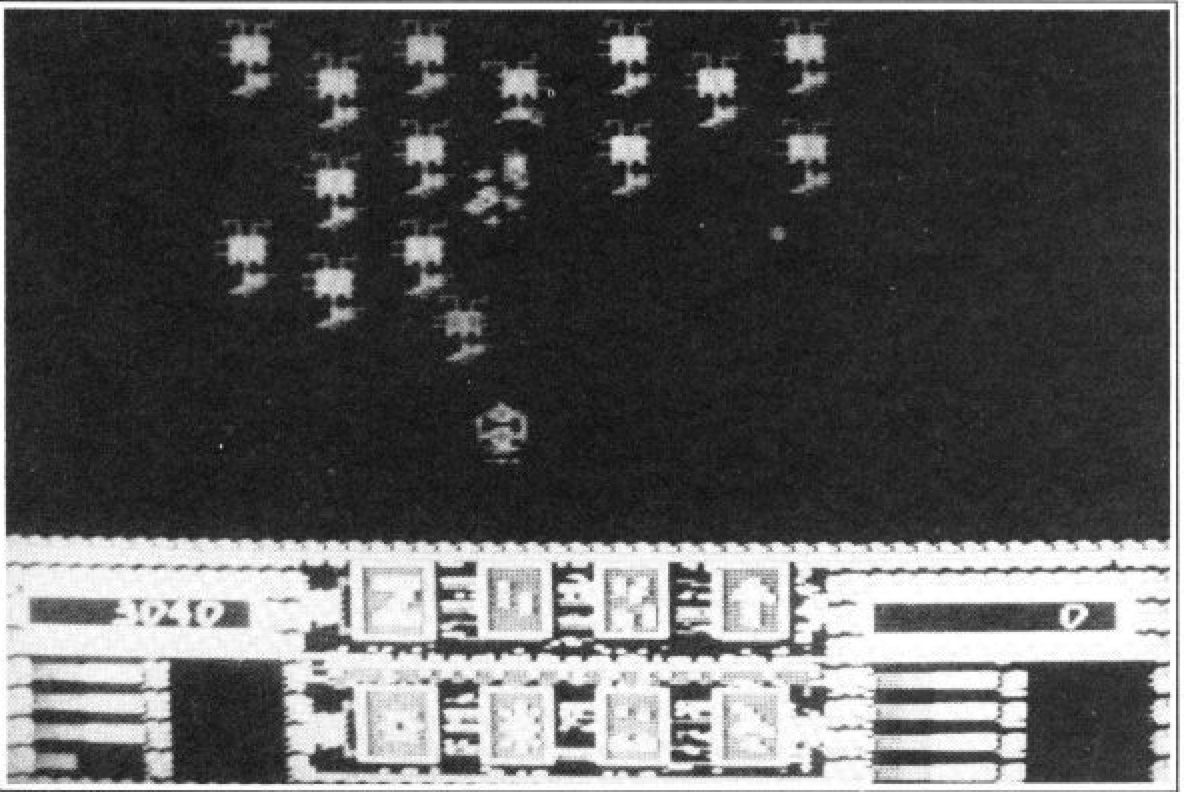
The 64 playing area is only half the screen size, and when you've got over 20 sprite-sized objects moving about, that doesn't leave you a lot of room. The collision detection is a little too generous. Nevertheless the game is ridiculously easy. Give this a swerve at all costs

Tony Dillon



A pile of s....pace invaders.

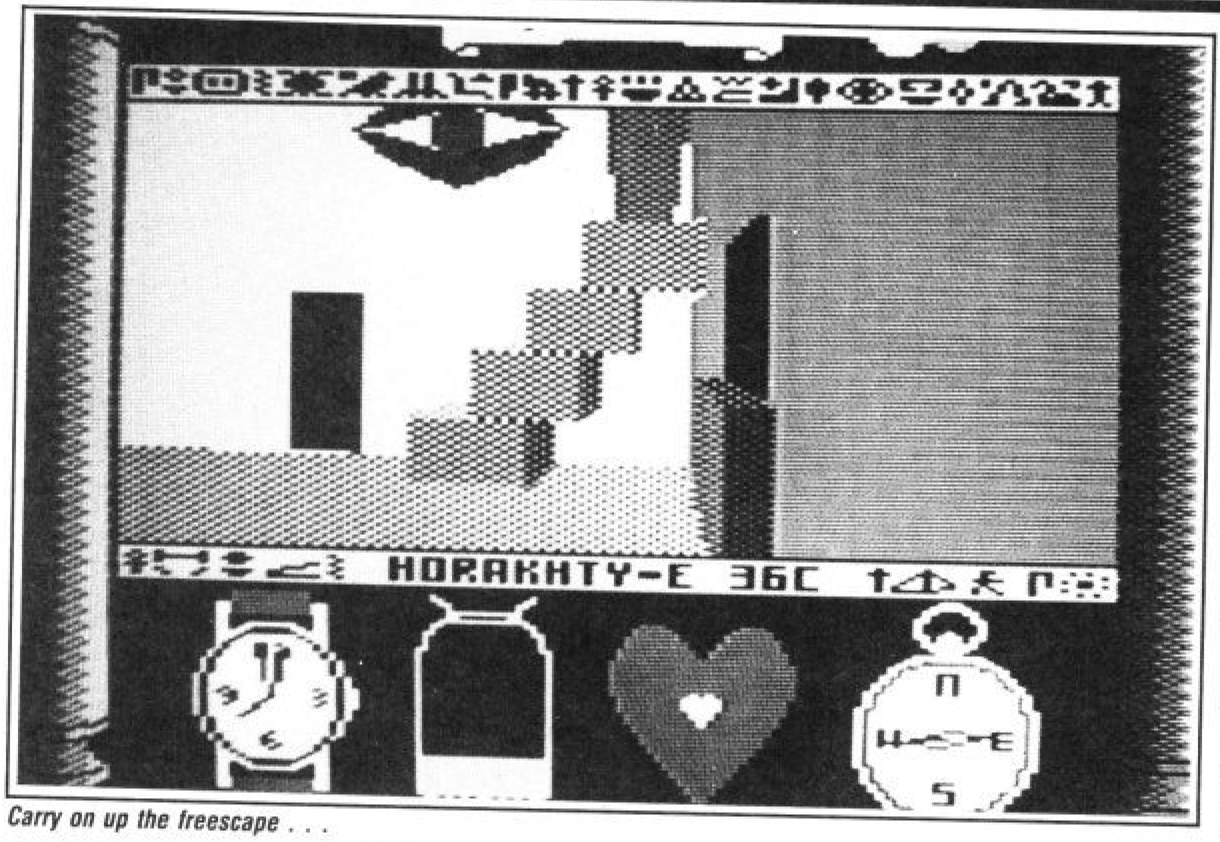
This is nothing to laugh about matey!



Electra
Price:
£9.95 cass
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SOUND	41%
GRAPHICS	29%
LASTABILITY	34%
PLAYABILITY	35%

23%



Carry on up the freescape . . .

TOTAL ECLIPSE

Incentive return once more with the latest improved Freescape game, featuring added slow motion. GASP at the high paced pulse racing action as the screen takes a mere half second to update! LISTEN to the impressive mono-aural phutting noise as you fire your revolver at the offending symbols of Ankh.



Welcome to Incentive Airways.

This time we've come down to earth, and back in time for a clash between a mouldy Egyptian God and a lone human being. Two hours from now there will be a total eclipse, triggering the curse of the sun God Ra. In a fit of pique he's going to smite the moon and cause a shower of meteorites to pound the Earth, thus upsetting the ecological balance and plunging us into an age of darkness.

The game begins as you park your bi-plane outside the great pyramid. Armed only with a revolver and a bottle of suntan lotion you have to negotiate traps, tricks, mummies, swords and Cairo tummy. From here on in you're on your own. You have to suss out exactly what does what. For example right at the start there is an open door with a rectangle next to it (quite common in pyramids you know). Shoot the rectangle and the door closes, a novel idea but completely pointless, which is basically a rough guide to the gameplay. If you can't shoot it, collect it, if you can't collect it, shoot it. At the base of the play screen short messages flash up from time to time informing you on the state of play.

Total Eclipse is literally a huge game with a lot to do and keep you occupied. What really ruins it is the appalling speed, caused by the graphics and their angular positions being so complex. It demonstrates perfectly the way that the 64 can't really handle the manipulation of vector graphics — filled or otherwise.

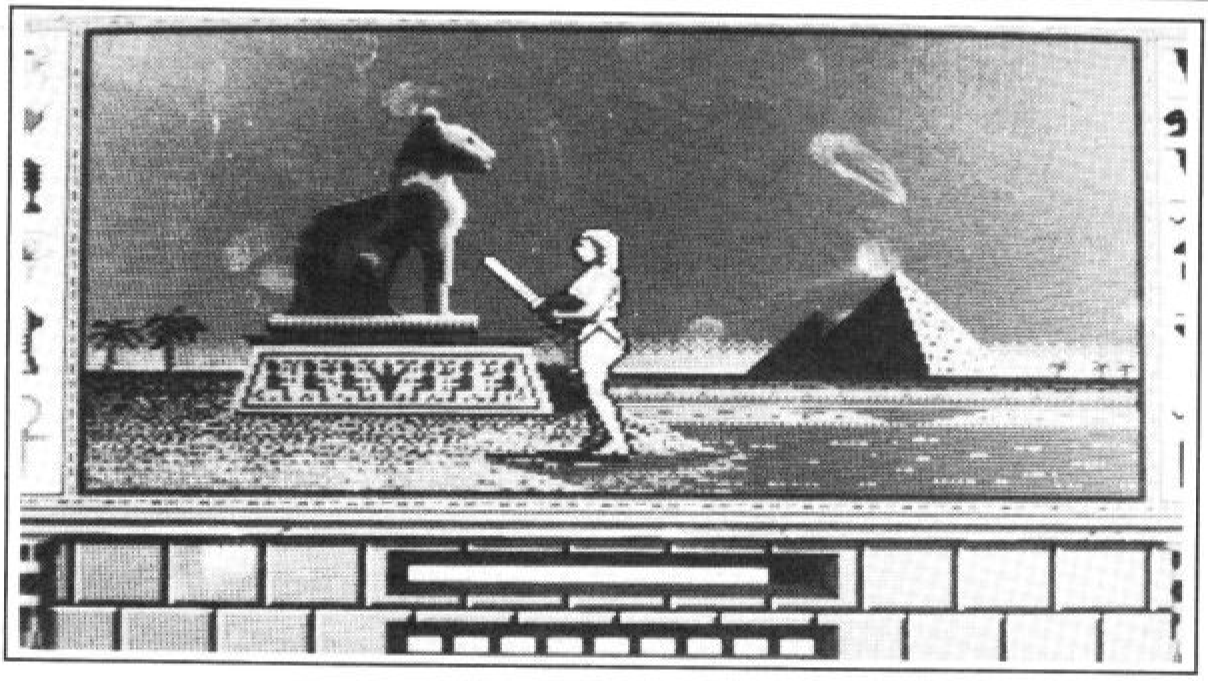
All I can say is if you liked any of the other Freescape games (and there are some who do) you'll freak over this, otherwise I don't think many people will find a lasting appeal with this one.

Mark Patterson

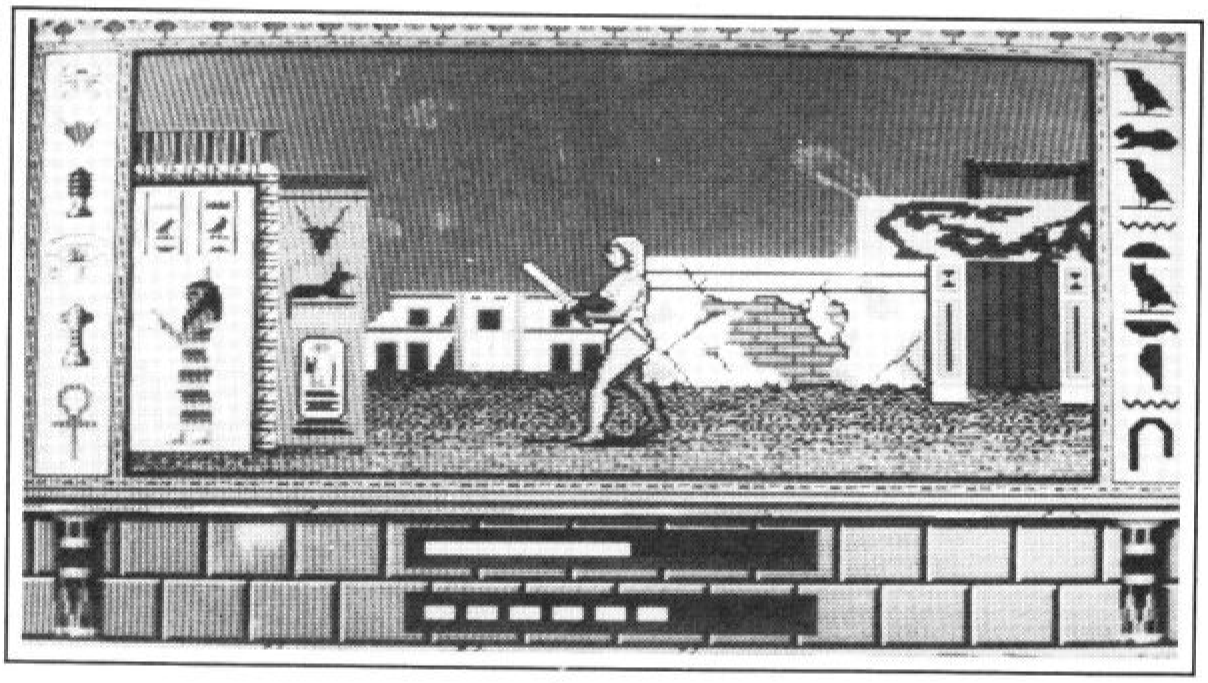
Incentive
Price:
£9.95/cass
£12.95/disk

GRAPHICS	**56%**
SOUND	**74%**
PLAYABILITY	**41%**
LASTABILITY	**48%**

52%



And now the East German attempts 24 metres . . .



MAFDET

This is a budget game and budget games have a preordained right to have an element of tackiness, right? Wrong. Since the dawn of time it seems that only one out of every fifteen new budget titles were good, and it looks like staying that way on the Amiga.

I don't think I've seen more than ten titles that could be counted as cheap on any 16 bit machine, and the only one I really had any time for was *Sidewinder*, and as hard as it may be to say *Mafdet* is definitely not one of those elite bunch of hot cheapos.

Set in Egypt (is this dejà vu or have I written this before?) you play the part of the cat goddess Mafdet who is trying to recover the Book of the Dead which has been stolen by the evil god Seth (what next, the Great Herman?) and unless it is recovered no Egyptian will be able to enter the afterlife.

Being a god Mafdet can transform into a cat as well as her normal human form (a woman the size of a Russian shotputter). In cat mode Mafdet can run, jump and pick up objects – not too much use against the minions of Seth, but at least they don't notice you. As a woman you can swing a fairly brutal sword.

The general playing area is large, and I found myself noticing a new exit from the screens just as I thought I was stuck. Some exits are too low to allow the woman to pass through until you run into them with the cat. Other times a hole in the floor is the best way through.

The graphics are really large, though the animation and definition fail to make any lasting impact. As well as not being exactly too pretty to look at the main character is also impossible to control accurately.

Mafdet is depressing to play, it's not that cheap and it most definitely isn't cheerful.

Mark Patterson

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SOUND	**42%**
GRAPHICS	**37%**
LASTABILITY	**28%**
PLAYABILITY	**31%**

33%

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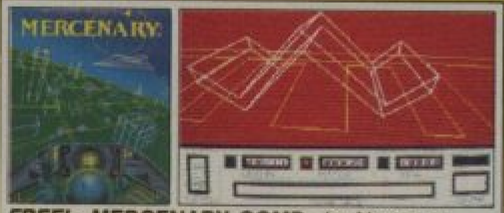
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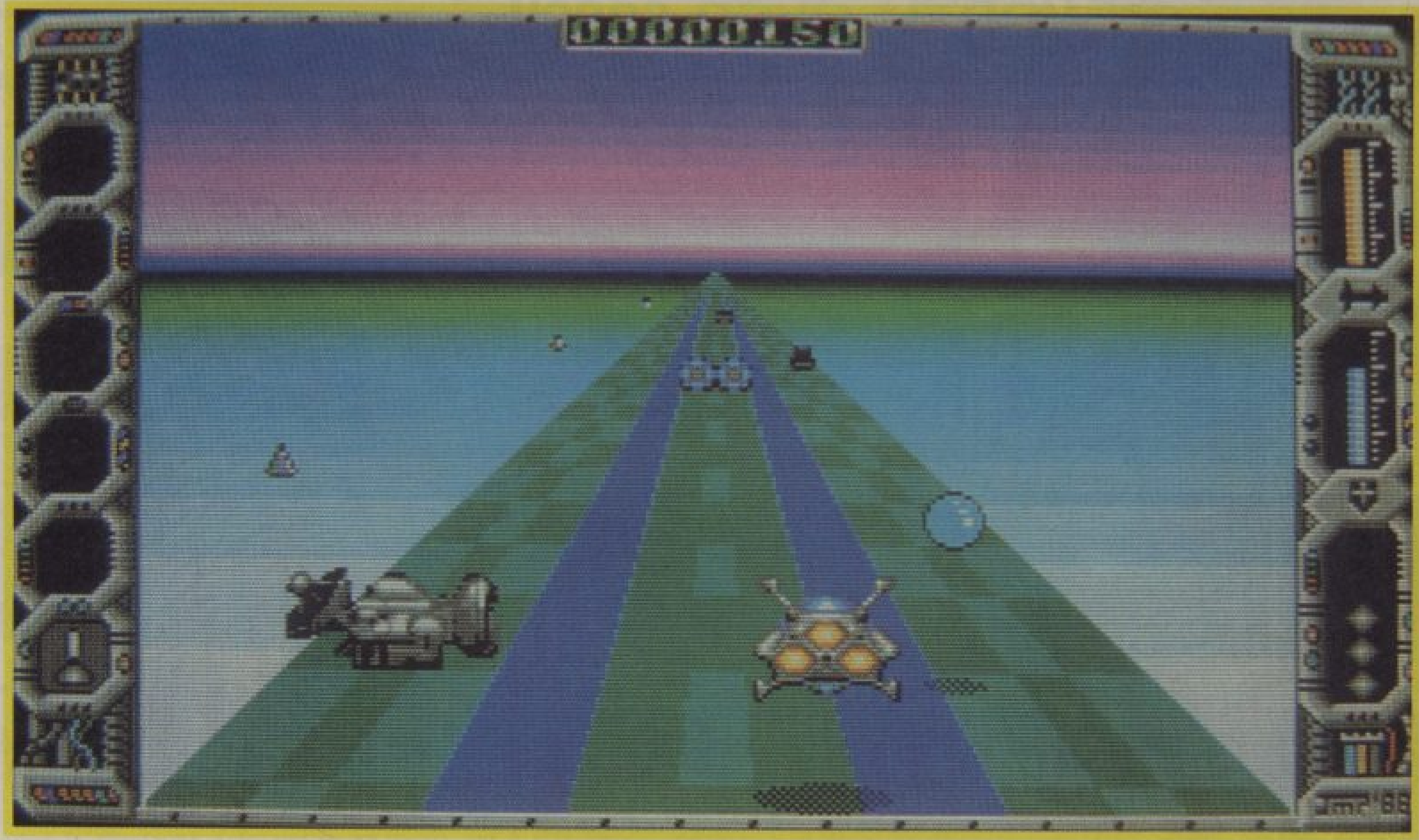
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Sunset over Mars.

ELIMINA

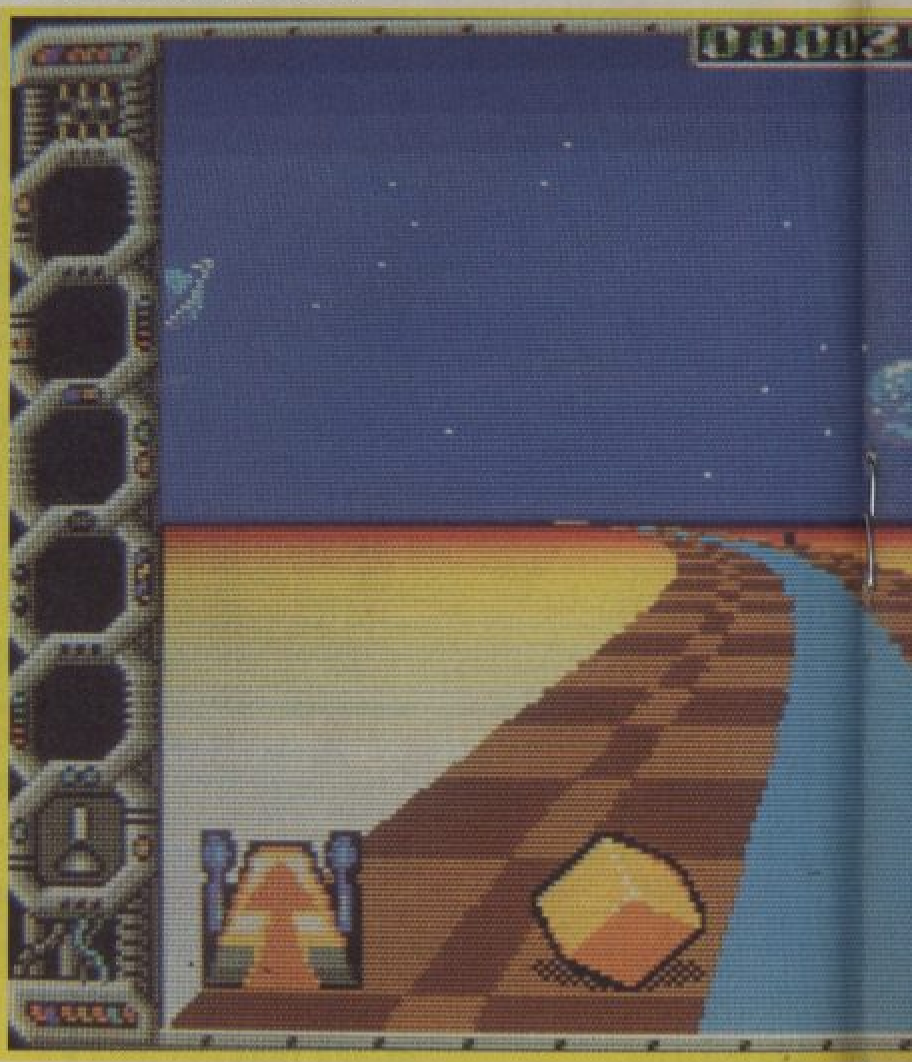


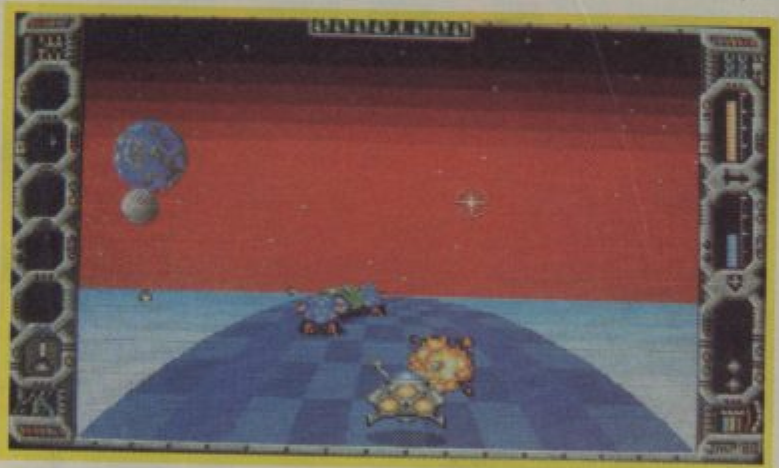
The same warped mind that had you tearing your hair out over *Nebulus* has now decided to put your trigger-finger to the test. Programmed by Linel in Switzerland, John Phillips' *Eliminator* puts you firmly in the driving seat (bucket, crushed velour) of the eponymous craft — a small, heavily armoured hover-vehicle which zooms at constant speed over alien pathways. Each route twists and winds its way through space, over planets and underground — many are set against some very colourful backdrops (lots of colours on-screen á la *Nebulus*,)

Speeding from one end of the track to the other would be far too easy, so some alien presence has decided to make life a bit more interesting. The route is punctuated by lamps and barriers which are very solid and must be

Hewson
Price: £19.99

Pick up the diamond for a weapon.





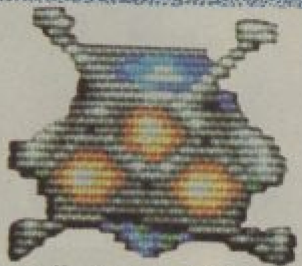


Avoid the indestructibles.

avoided lest you end up with a much shorter *Eliminator*. There are also flashing beacons which can be blasted out of the way (these too are pretty solid when in an unblasted state), and later on there are strips of liquid along the track into which the *Eliminator* slowly sinks.

Later on, the courses become even more unfriendly: ramps frequently appear and either launch you over an impassable wall (missing the ramp is obviously a fatal mistake), or catapult the *Eliminator* onto the ceiling where the journey continues upside-down until another ramp appears, or you get creamed.

In order that you may defend yourself more effectively, the standard single-fire cannon can be supplemented by a variety of more powerful armaments, including dual-fire, side-fire, double-fire and triple-fire cannons, plus bouncing bombs. Running into the

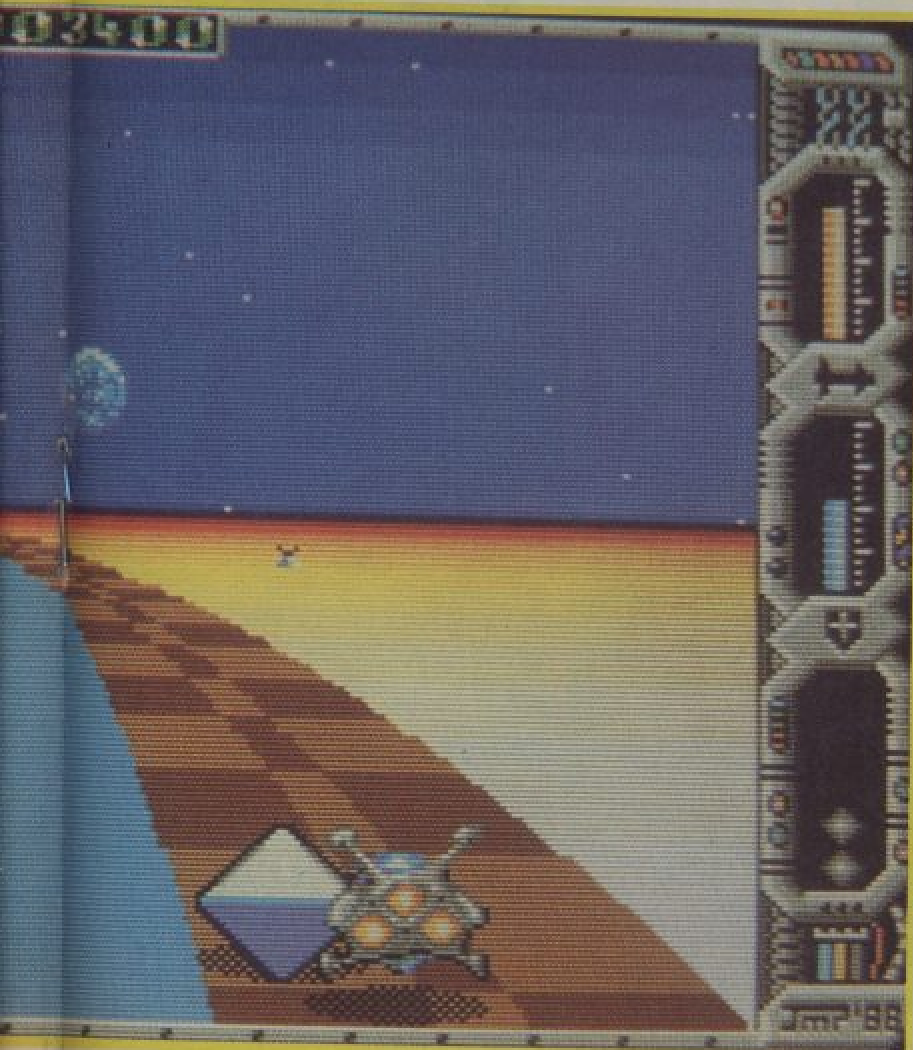


the naff single-fire cannon; on the later levels, this doesn't offer much protection.

All in all, *Eliminator* is a pretty good game. The movement of the tracks is really smart: the hills, dips and curves are far smoother and more convincing than any of

IATOR





small blue pyramids that are dotted along the route installs the next system, and once several systems are active, the required one can be selected by pushing up or pulling back on the joystick. Their use is normally dictated by the situation: side-firing cannons are pretty useless against a destructable wall directly in front of you.

As progress through the levels is made, codewords are given every other level so that the later courses can be attempted without having to plod through the all-too-familiar early ones — which is good, but it starts you off with

the road-racing games which have appeared of late, and the update of the sprites is also very smooth and realistic. The gameplay is simple, but don't let that put you off: there's plenty there to keep you occupied and the levels are well graded so that progress is steadily won. It'll keep you going for just one more go — for several more goes!

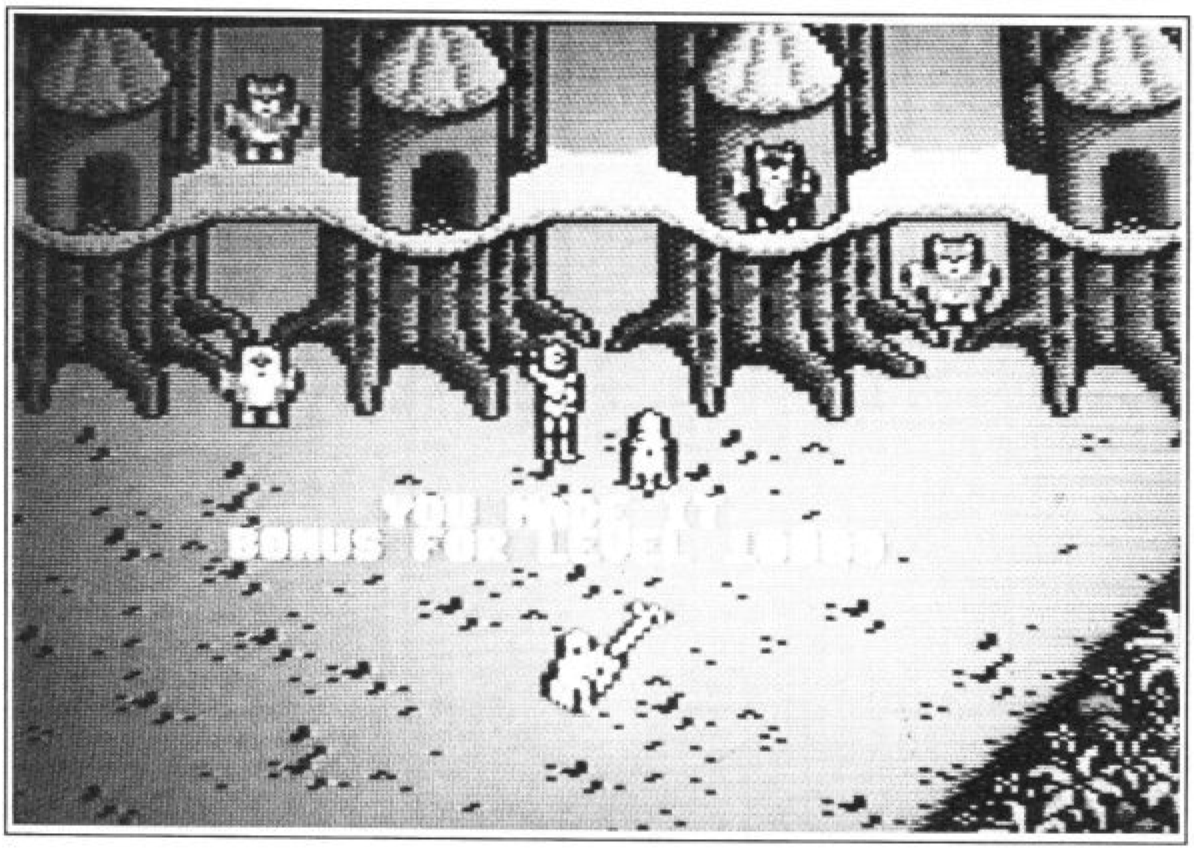
The 14 levels should take some beating, and although it might not keep you blasting for weeks on end, the immediate action on offer is entertaining and well worth a look.

Steve Jarratt

SOUND	57%
GRAPHICS	91%
LASTABILITY	72%
PLAYABILITY	89%

84%


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RETURN OF THE JEDI

Return of the Jedi was the third of the Star Wars trilogy and is also the third in a successful series of Atari coin-ops. Once again it takes its action very much from the film.

It consists of three *Zaxxon*-like screens, each portraying a bit of the attack on the Death Star. The first has Leia riding a speeder bike through the forest of Endor, home of the cuddly Ewoks. Along the way she encounters lots of different obstacles. The most dangerous are the scouts. These also ride speeders, and attempt to get behind Leia and shoot her. Trees are also a hazard. Careful manoeuvring is needed to ensure you don't fly into one of these. Along the way, the Ewoks will try to help you by laying traps. These normally consist of two Ewoks holding a piece of rope. When two bikes fly through, they spring the trap on the second bike, so you have to try and get there first. Once you've managed to get through that bit, it's down to Chewie.

As Chewbacca, you have to drive an AT-ST (All Terrain Scout Transport) to the shield control bunker on Endor. The cute but thick Ewoks, thinking you are the enemy, roll logs down to stop you. Enemy AT STs, being marginally more intelligent, know you are an enemy, and fire at you. Make it to the bunker, and Han will jump out and blow the door, effectively destroying the shield around the semi-complete Death Star, allowing Lando to get in there and blow the reactor.

Lando has to steer the Millenium Falcon through the maze of pipes and walls on his way to the reactor. Once he's there, he has to shoot it making the Death Star explode.

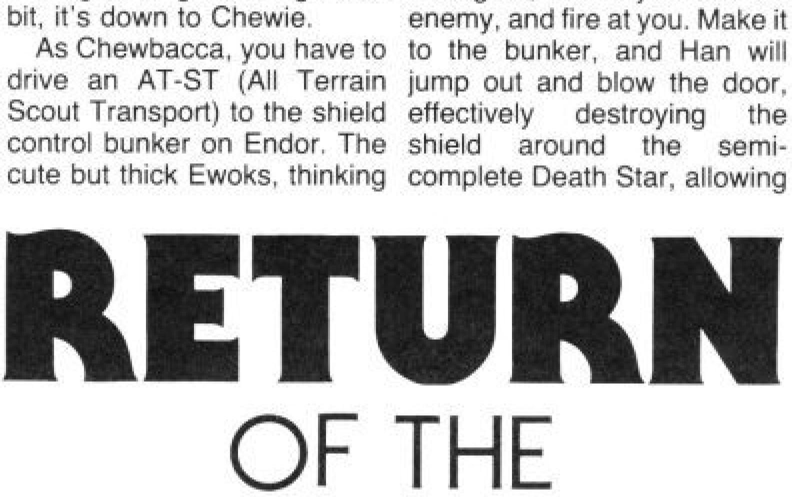
As conversions go, *Return Of The Jedi* is pretty close. The graphics and feel are reminscent of the original, but it's still not much of a game.

The controls are pretty sloppy, and the firing rate is painfully slow. The main problem with the playability is that you can move too far forward and not far enough back. It's all too easy to hit a tree that hasn't appeared on screen yet.

The first two games fared averagely on the 64 because they were vector graphics only, and the 64 isn't very well equipped insofar as vectors are concerned. This one will fail because it isn't much fun.

Tony Dillon

A wooden release . . .



Domark
Price:
£9.95 cass
£12.95 disk

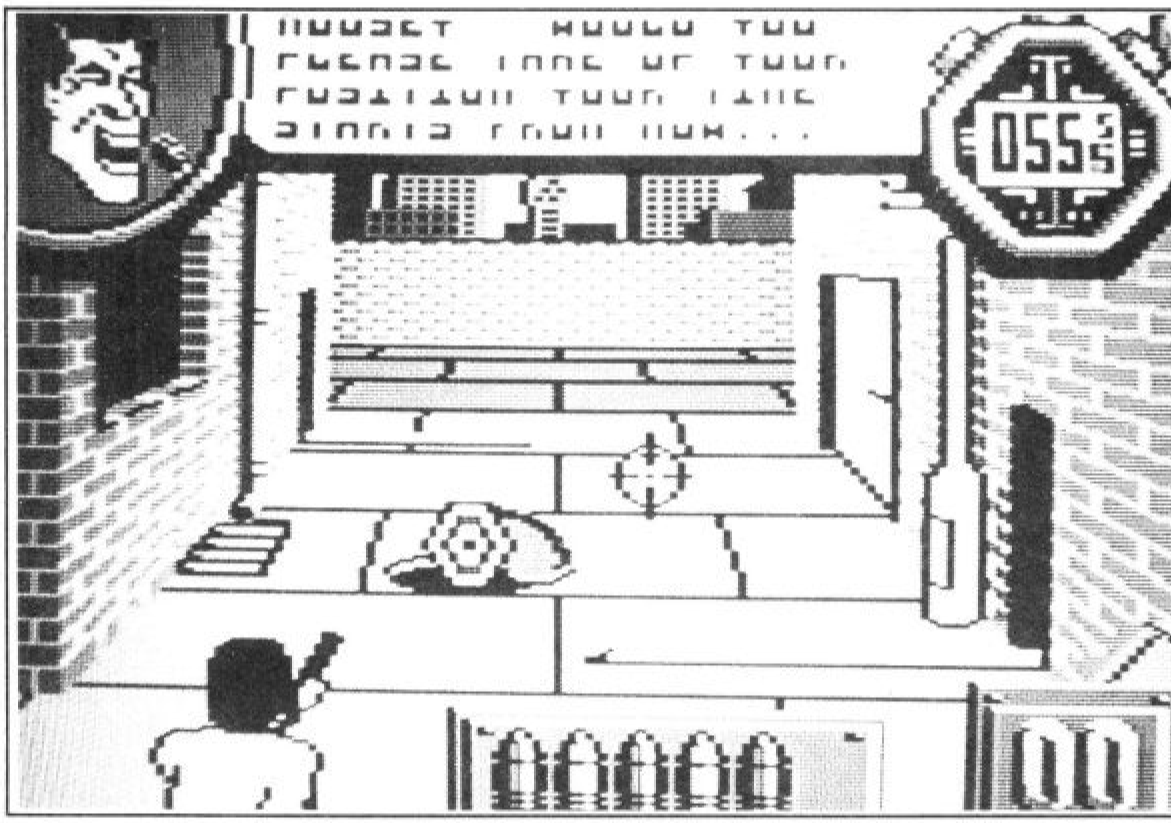
AMIGA

The Amiga version is, not surprisingly, the best of the bunch featuring enhanced graphics, sound and gameplay. It features all the clarity of graphics of the coin op and carries lots of samples from the film, as did the first two. Battle along to a pretty groovy tune and Lando shouting 'Here goes nothing!' Nevertheless you might find this is for completists of the Atari trilogy only.

GRAPHICS:	81%
SOUND:	73%
PLAYABILITY:	74%
LASTABILITY:	68%
OVERALL:	78%

SOUND	43%
GRAPHICS	75%
LASTABILITY	37%
PLAYABILITY	61%

58%



Blast the manhole.

SUPERSPORTS

Anything subtitled the 'Olympic Challenge' which bursts on the scene a mere four months after the event deserves to be treated with derision if you ask me.

Supersports is a nothing new multiload sports sim featuring target shooting, karate slate smashing, cross bow, diving and, would you believe it, an underwater assault course. Unless they've come up with some new events for the Pentathlon, quite what all this has to do with the Olympics beats me.

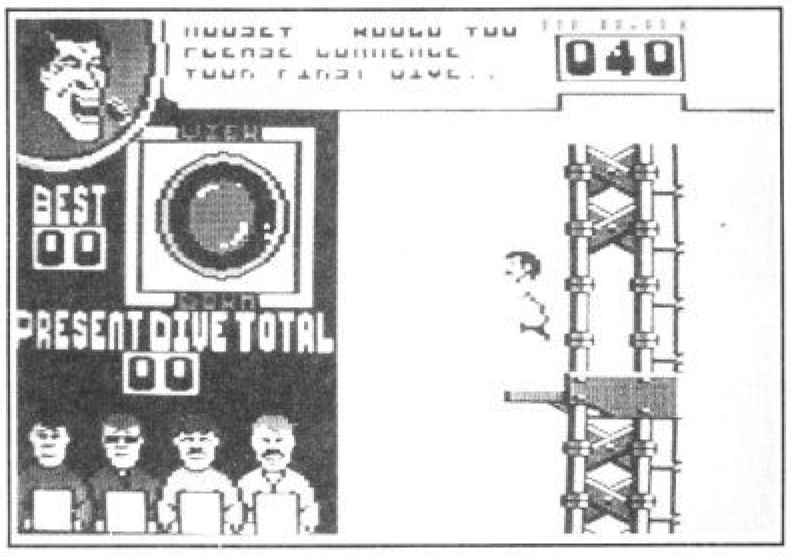
Despite all that the game is actually quite well presented. Each event is introduced by an NBC big mouth commentator who, as well as providing running commentary on the events prompts players to take their positions and so on.

First event is *crack shot*, a sort of shooting gallery really. What more can I say? Targets pop up here and there, bottles and cans go flying across the screen and you have to blast as much as you can inside a minute. It would be hard to make this kind of thing completely dull, and the graphics are good, as are the sound effects.

Dare devil dive is a bit of a duffer. The higher you climb up the diving board ladder, the more difficult it is to keep on course for the tiny tub of water at the bottom. This is more like a circus act than an Olympic event. On the way down you can gain extra points with a series of twists and tumbles, but this makes it harder to stay on course for the bucket. Five biased judges award marks for daring, accuracy and style.

In *slate smash* two sumo wrestlers hold up roof tiles for you to kick and punch to bits.

Cross bow involves waggling your joystick to get some tension in that bowstring, then letting rip at the target taking gravity and wind into account. The anemometer at the bottom of the screen is a cute touch. You have just over a minute to let loose with half a dozen arrows which is tough going.



Take a dive.

Underwater assault course is a bit of a joke. You must swim to the end of the course before running out of oxygen. You must also pick up a few gold medallions and swim through some tyres on the way whilst avoiding a poisonous jellyfish or two. It might sound exciting, but it's all a bit feeble really.

That goes for the whole thing really. If you really want a witty multi-game olympic sports sim there are better ones than this around — *Caveman ugh-limpics* for one.

Ken McMahon

Gremlin
Price:
£9.95 cass
£14.95 disk

SOUND	55%
GRAPHICS	68%
LASTABILITY	32%
PLAYABILITY	43%

38%

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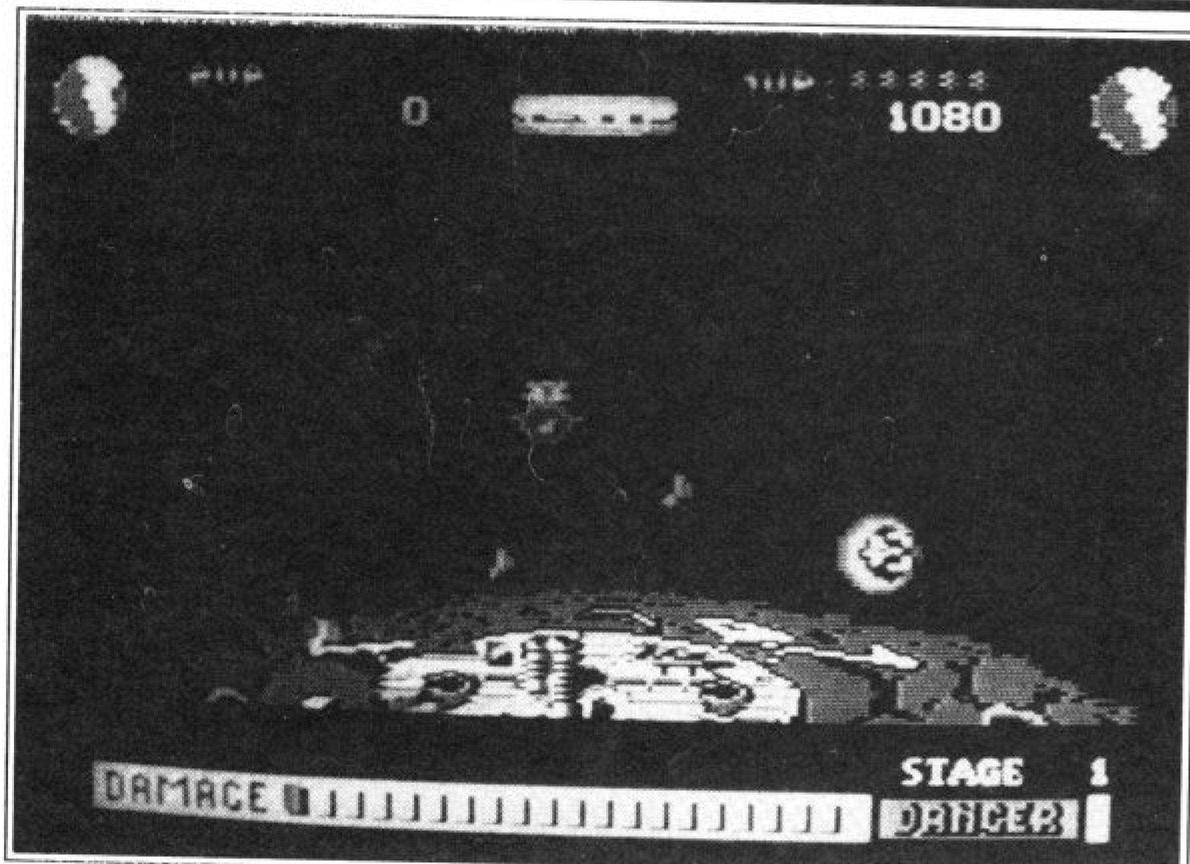
As you can see in the above picture, we have three upwardly thrusting phalic members of EMAP staff. On the left every bodies peeps favourite bast, Mike Pattenden. In the centre (and sides) is C+VG's obese but cute ad man, Wodger Williams, and bringing up the rear Nick (R.I.P.) Kelly.

Up for grabs is an all new CU T-shirt (please state medium or x-large) so what we want you to do is to devise a caption superior to that of Herr Pattenden's Blue's Brothers plus one. The winner will be announced in the next issue of CU so keep reading!

All answers to Mad Mark (Nubile) Patterson, Commodore User, Prior Court, 30-32 Farringdon Lane, London EC1 3AU.

Answers must reach us no later than 8th January.

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On the defensive.

SDI

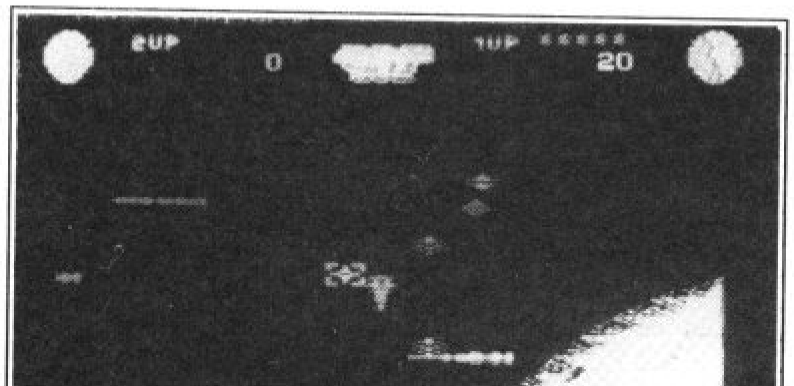
Software houses, what a responsible bunch. They'll go to any lengths to ensure that along with the zapping, blasting and absolute mayhem there's something educational tucked away in there. Activision's latest attempt to keep you abreast of the international political situation, vis a vis global thermonuclear destruction, is a long-awaited conversion of the Sega coin-op *SDI*.

For the benefit of those at the back of the class, SDI, or Strategic Defence Initiative, was and is Uncle Ron's contribution to world peace. The idea is to establish a protective 'umbrella' of killer satellites over America to zap incoming Russian missiles.

Anyway, stuff all that. The really important development was that some genius at Sega realised that this was a much better idea for a mindwarping arcade game than a US defence policy — and *SDI* was born.

As conversions go, this is a pretty close rendition. You control a killer satellite which can be moved about the screen to dodge enemy missiles, satellites and fighters. Your satellite can fire lasers in any direction — determined by the position of a cross hair cursor. Using the joystick without the firebutton moves your satellite, press the fire button and not only do the lasers fire, but you can also move the crosshair sight.

Activision
Price:
£9.99 cass
£14.99 disk



Pretty damn offensive.

This double action joystick thing has a number of interesting options. If you have two joysticks you can use one to control the satellite and the other for the laser sight. Paupers with only one joystick can use the keyboard as a second. It all sounds a bit tricky to me, so a friend might come in handy.

There are two phases to the game: offensive and defensive. In the offensive phase you simply blast the hell out of all sorts of enemy missiles, satellites and other strange looking things — like a witch on a broomstick for instance. Some of the enemy satellites contain bonus pods. You shoot the satellite to reveal the pod, then dock with it for extra cursors.

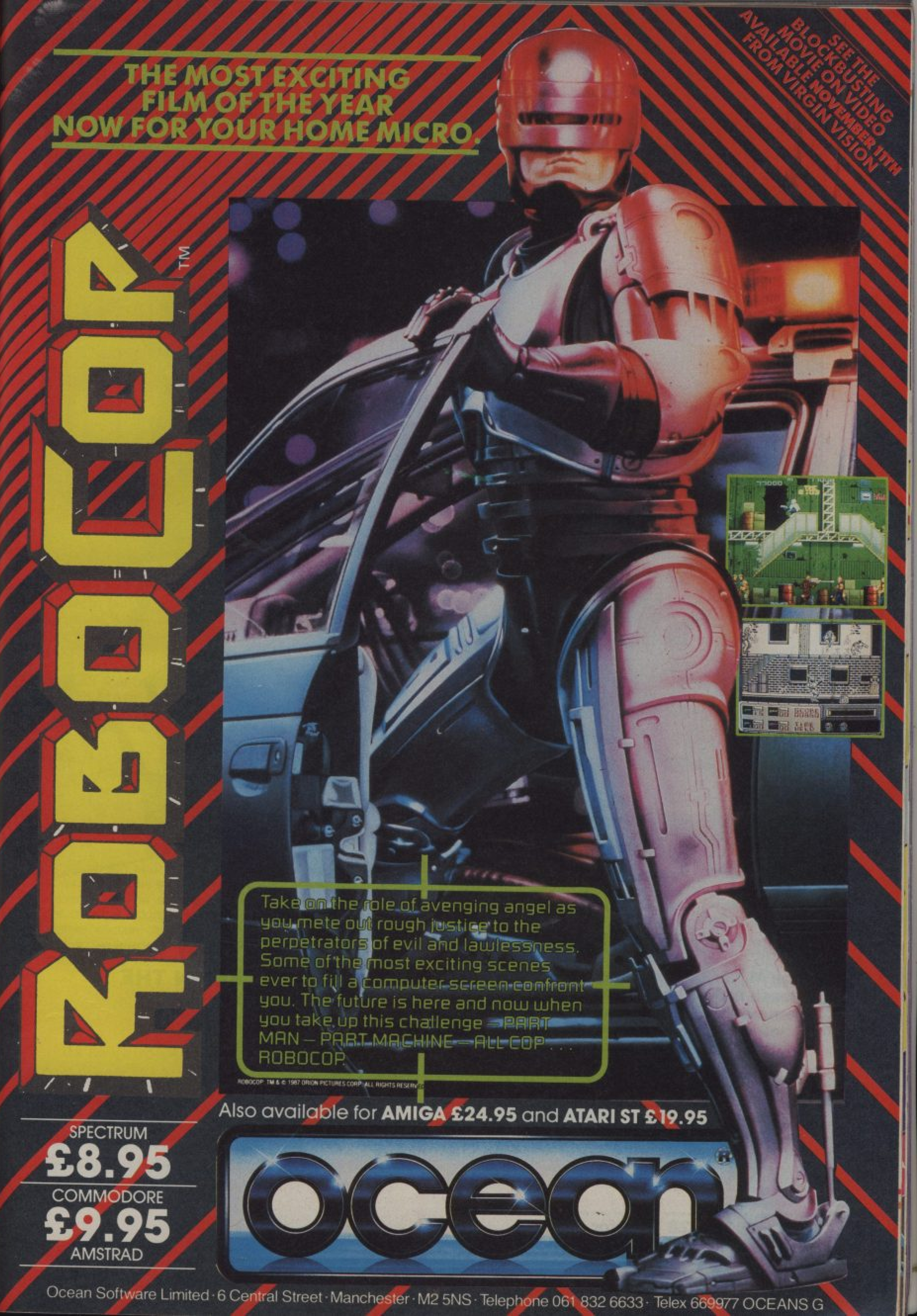
If you manage to shoot everything out of the sky in the offensive phases you get a bonus for perfect scores, but if you let anything through you must play a defensive phase. This time the enemy satellites and missiles attempt to bombard the earth and you must shoot them down before they get a chance. Any that slip through explode and up goes the damage meter. In the early levels of the game it's virtually impossible for this to happen, but there are twelve levels so there must be scope for global destruction somewhere.

I can't say I'm absolutely wild about *SDI*. It's a good old blast, no question about that, and if you liked the coin-op you won't be disappointed, but I guess it is just a bit too crude for a sophisticate like me.

Ken McMahon

SOUND	**68%**
GRAPHICS	**68%**
LASTABILITY	**60%**
PLAYABILITY	**65%**

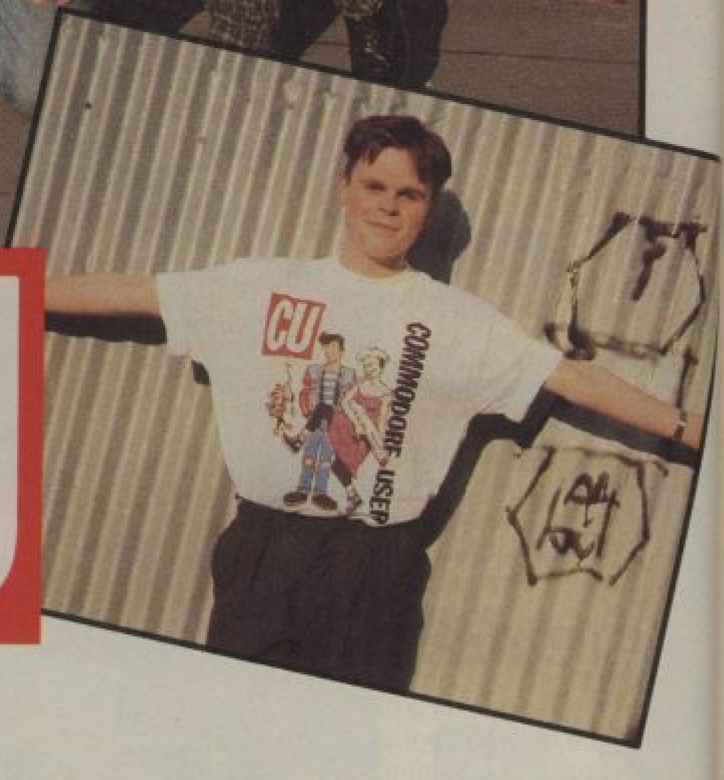
67%


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THE DEEP

I hate to come across all worldly wise and much travelled, but I saw *The Deep* on my visits to Japan a year and a half back. Since then it's failed to materialise in Britain's arcades. That hasn't stopped US Gold from licensing it, and, I for one, am glad.

Back in the land of the rising sushi *The Deep* was a scrolling shoot 'em up of the old-fashioned depth-charge-the-subs kind. A destroyer cruises left to right across the screen destroying any underwater craft that float beneath it, until it confronts a mega boat of the end-of-level variety.

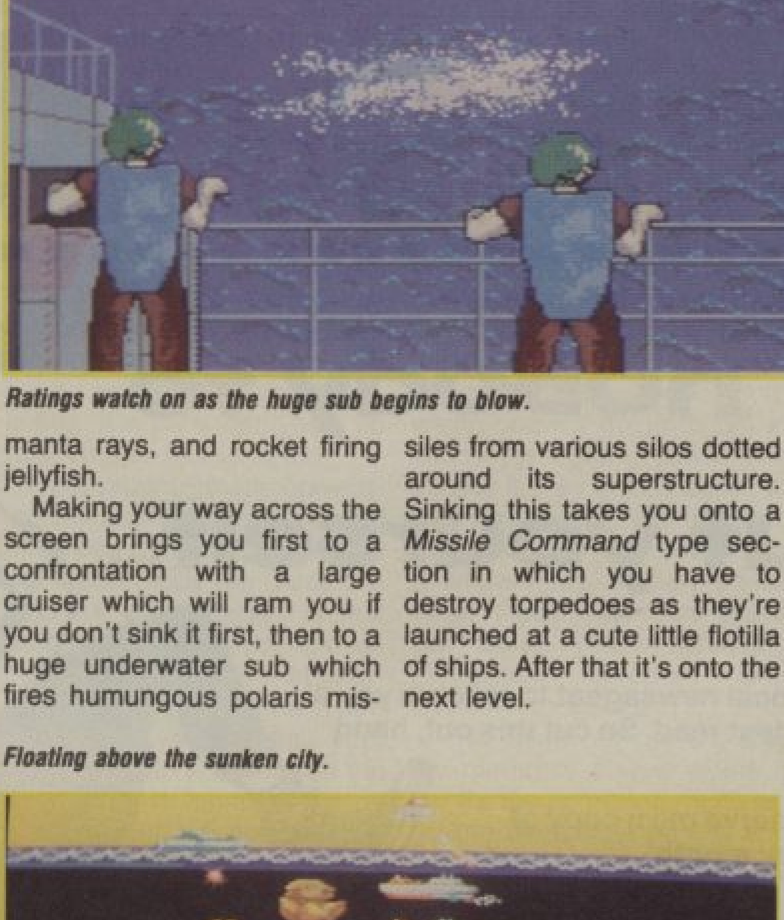
By sinking various underwater craft pods are released which float to the surface and can be collected. A helicopter appears and drops a yellow object that will give you extra firepower, and most importantly a mini craft which allows you to descend to the bottom of the screen and pick up a glowing pod. This triggers the scrolling and the screen begins to move, taking you onto another section. All the time though, you're beset by subs which release mines, leaping manta rays, and rocket firing jellyfish.



Ratings watch on as the huge sub begins to blow.

Making your way across the screen brings you first to a confrontation with a large cruiser which will ram you if you don't sink it first, then to a huge underwater sub which fires humungous polaris missiles from various silos dotted around its superstructure. Sinking this takes you onto a *Missile Command* type section in which you have to destroy torpedoes as they're launched at a cute little flotilla of ships. After that it's onto the next level.

Floating above the sunken city.



The Deep is entertaining stuff. The action is a little slow at times because of the way they've interrupted the scrolling, but it's varied, and it does get quite hard on later levels. The graphics are extremely pretty, with well drawn, colourful seabeds and nicely animated marine life. Sound is limited to a few sonar pings but I guess a jolly tune might destroy the atmosphere.

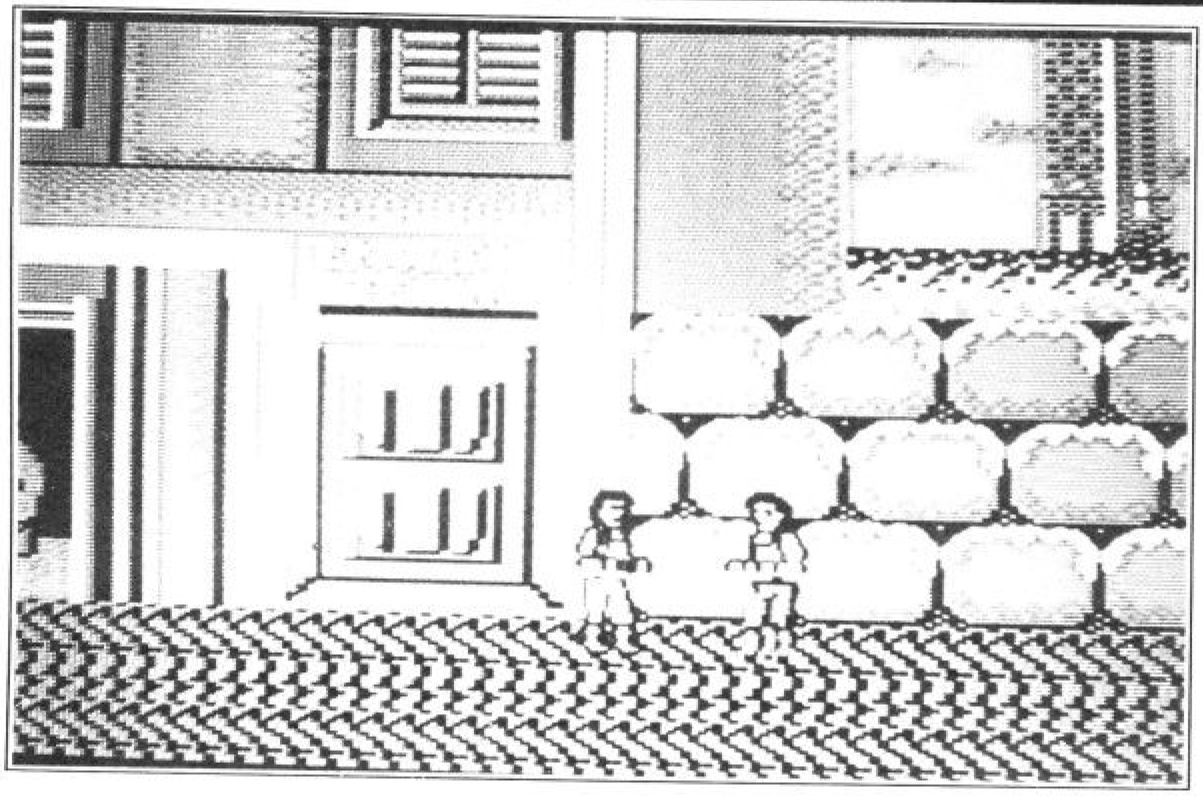
A good game, and something a novelty.

Mike Pattenden

US Gold
Price: £24.95

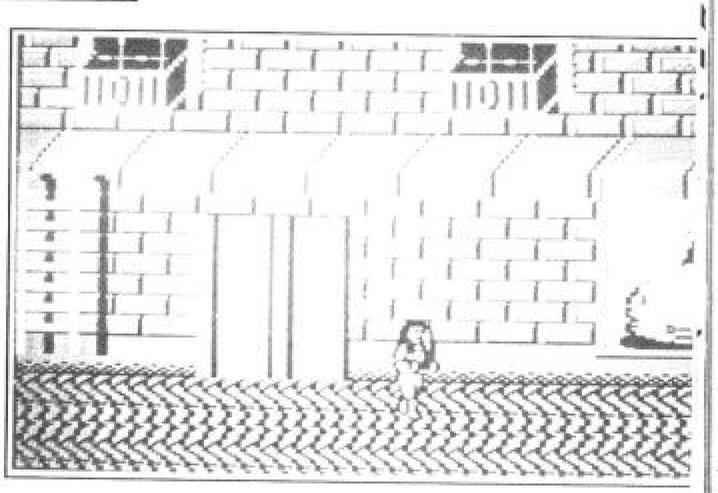
SOUND	51%
GRAPHICS	90%
LASTABILITY	78%
PLAYABILITY	83%

79%



Cwipes, there's going to be a wumble!

DOUBLE DRAGON



I'll make no apologies about this. I'm going to take this review very personally. *Double Dragon* rates very high on my list of ways to spend 30 pence. It's right up there with Raisin and Biscuit Yorkies and a double pack of pocket size tissues. For this reason I'm very protective of the old beat 'em up,

Rightly so, Melbourne House have produced a version that howls for vengeance. Devotees will know that the coin-op plot has you, and a mate if it's played in its best format, making your way through extremely dodgy territory in pursuit of a gang who have kidnapped your girlfriend. It's pure beat 'em up fare, and a classic at that.

The programmers converting DD have ignored the initial onscreen plot which is played out immediately the game begins as your woman is first grabbed, then transported off into the backstreets of Marseilles, where the game is set.

Instead you begin your quest, only to find out that the programmers have performed an evil deed on your fighter. Not only have they whipped his best girlie, but they've cut him in half too! It's true, no-one bothered to butt the two sprites up together. Still I mean it's only a minor detail if the main character looks like an extra from Rent A Ghost.

Still this can't possibly compare to the gameplay which is very average. The instructions maintain that all the moves are there, but I've found it's only necessary to use the punch and kick (I'm never quite sure which one it's going to be) to knock the enemy down. The trouble is they get up again. In fact you have to thump them five or six times to knock them down, and repeat the process three times until they leave you alone. That's confusing exhaustive boredom with addictive toughness.

This might all put *DD* into the mediocre stakes where it not for the agonising multiload on the thing. Fail on the first level and you have to reload most of it in again. Baaarrrff!

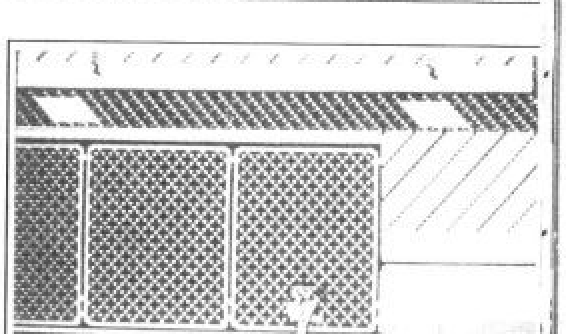
Justice is done.

Mike Pattenden

Melbourne House
Price:
£9.99 cass
£14.99 disk

GRAPHICS	46%
SOUND	23%
PLAYABILITY	37%
LASTABILITY	39%

43%



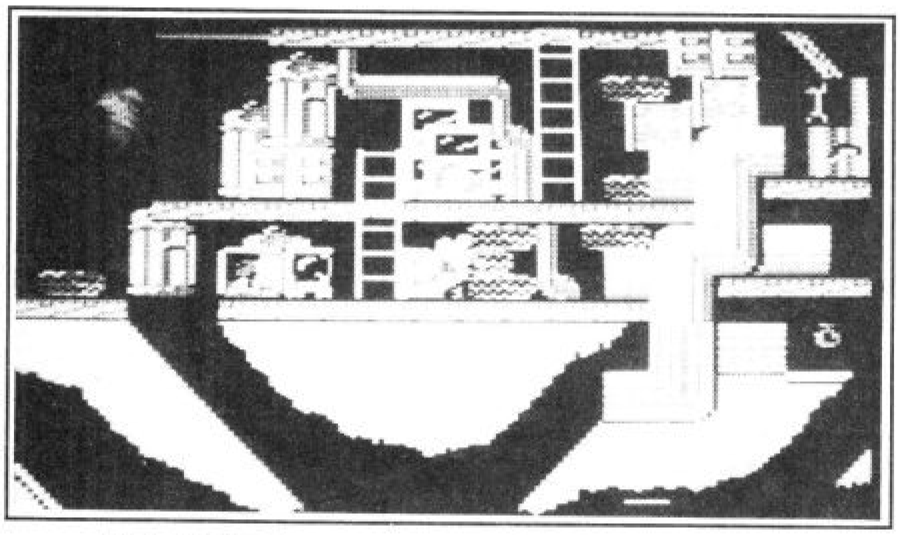
AMIGA

AMIGA UPDATE

The ST version is already around and the Amiga should appear even as you read this. The graphics and gameplay are much improved. Sound too is much superior although it isn't sampled from the arcade machine. Review next issue.

CHEAPO ROUND-

Peter Packrat



MASTER BLASTER

Zeppelin

Not CU's Blastin' Master, but a game which similarly claims to be pure fun. In fact it's pure *Asteroids*, which isn't such fun. The game's keyboard only too, giving it that really dated feel that'll have you thinking back less than nostalgically to the days when you were stupid enough to own a Speccy... **(53%)**

PETER PACKRAT

Silverbird

It's back to platforms and ladders in this cheapo as you take control of Peter Packrat, a rodent who spends his time scavenging around the junkyard where he lives. Collect various items and take them back to your den whilst avoiding the malicious intentions of the local doity rat, Riff, and his henchman. Shooting the nasties freezes them briefly, otherwise it's down to you.

PP has small, as you'd expect for rodents, but neat graphics, clever layouts and some jolly tunes playing throughout. Solid budget entertainment for old-fashioned gamers. **(79%)**

Camelot Warriors.



CAMELOT WARRIORS

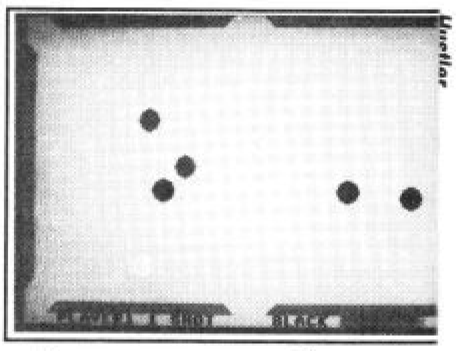
Mastertronic

You can trust Mastertronic to match the weaponry with the scenario. So just as you would expect, your Camelot Warrior is armed with a sword. With the sword he must wander 'these worlds' in search of four elements: the Elixir of Life, The Mirror Of Wisdom, The Voice from another World and The Unburning Fire.

Your Camelot Warrior isn't the most agile of knights. He can walk at a fair pace, leap over small plants and swing his sword. Problem is he can only swing the sword at one height — shoulder height, and a lot of the nasty stuff, that comes at you, like the walking peas, is at ankle height. Only one thing for it – jump over 'em.

There are several scenarios to this maze-like horizontal scroller. The Woods, the Lake, The Caverns and the Castle of Camelot — wherein lie the aforementioned elements. Once you've got 'em you must take them to the guardian of each world so that they can be destroyed.

A lot of destruction for such a cheap game, very pretty graphics though and more than a couple of quids' worth of puzzlement. **(73%)**



Hustler

HUSTLER

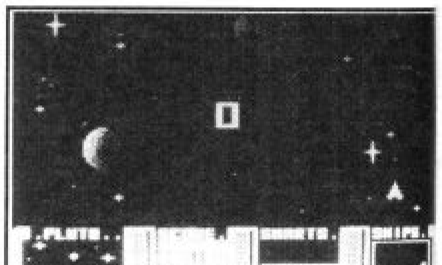
MIL

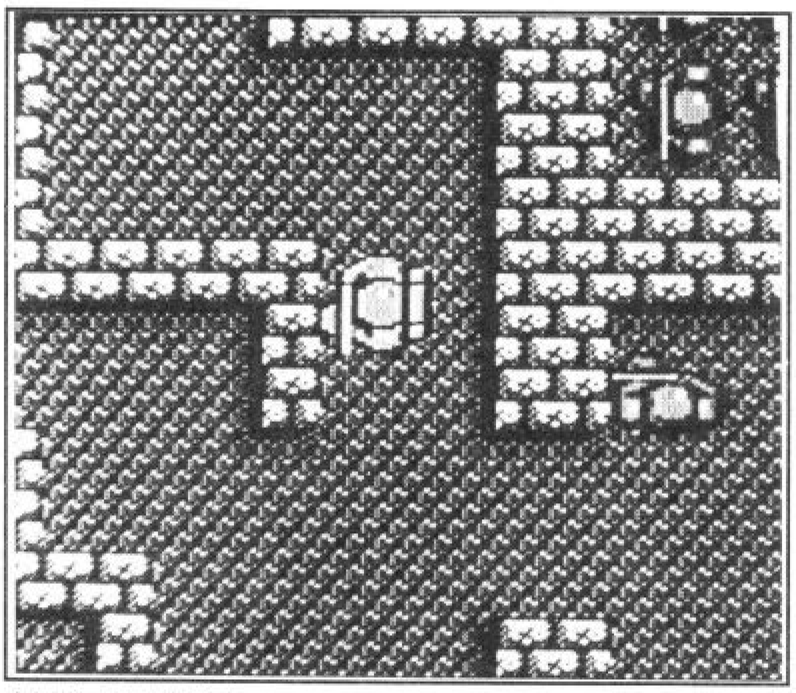
This is another of MILs Bogies Pick har har range. Snot funny as far as I'm concerned. Mind you, this re-run of Bubble Bus's ancient *Hustler* is a bit of a joke. It was written in the days when it was considered 'state of the art' to draw a circle (like a ball) on the 64's screen.

Don't confuse *Hustler* with American 8-Ball pool, this is five ball pool.

There are several options for different one and two player games — all with five balls. You position a cursor where you want the cue ball to go and press fire when the power meter reaches the required wallop. Then the cueball heads for the target ball with not very much realism. Cheap — even for a cheapo. **(42%)**

Master Blaster





Into The Eagle's Nest

INTO THE EAGLE' NEST

About 18 months old this one, but it's still a laff as you infiltrate a Nazi infested castle Alistair Maclean-style, in search of three captured sabotuers.

It's standard arcade adventure fare, but enlivened by well drawn graphics. Viewed from above the soldiers look fat and jolly, but the opposition's tough, tough enough to turn this into a testing challenge if you haven't seen it before. Good value for money. **(69%)**

STUNTMAN

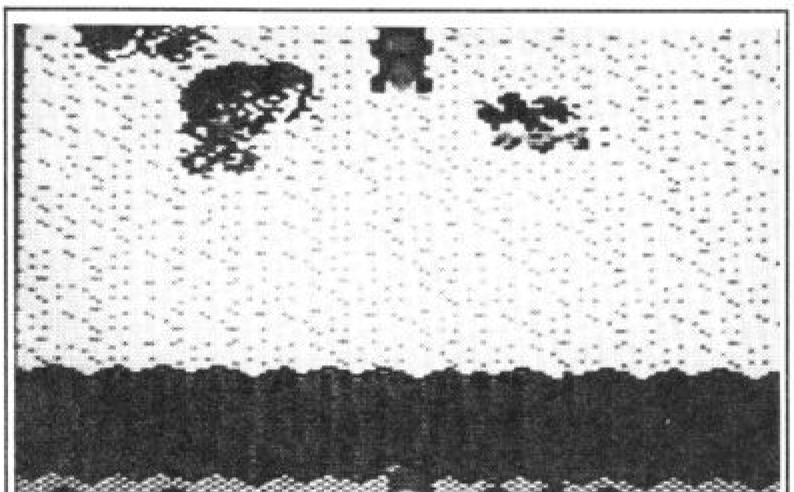
Codemasters

Codemasters (aka David and Richard Darling) started writing their first games when they were still in the womb, and it shows.

Super Stunt Man is a cracking idea for a game I don't know why someone else didn't think of it and charge £14.99 (*don't suggest it – Ed*). You're this Burt Reynolds type who goes in for hurting his back a lot. There are seven different ways of becoming a hero and getting badly hurt in the process including: Deadly Car Chase, Power Boat racing, Jump the Grand Canyon, New York Street Gang Fight.

Each of these is a vertical scroller with obstacles. Oddly enough, you get points for bashing into things — the great action bonus — the downside is that you lose lives. Well worth a couple of quid. **(78%)**

Stuntman.



UP

BUBBLE BOBBLE

Silverbird

Firebird's classic conversion comes to the world of the two sovs. What's to say? Take control of a cute brontasaurus and hop around the 99 odd levels munching on bananas, strawberries and cherries left behind by fruit-topping the nasties which float around and make life difficult for you. Set off bolts of lightning and rivers of water to flood them out.

Great fun still — they don't make 'em like this anymore! Re-release of the month. **(94%)**

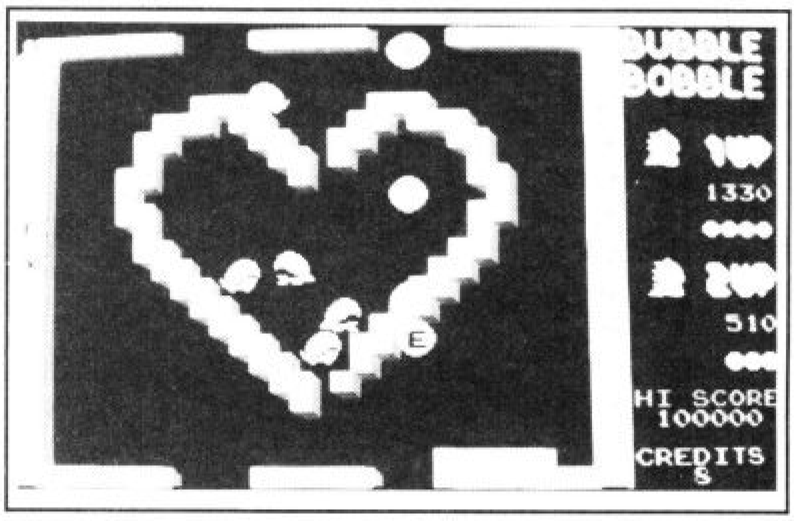
Bubble Bobble.

LEADERBOARD

Kixx

Having spawned faster than a rabbit and swamped the world with its prodigies, *Leaderboard* now begins its assault on the budget market.

Nevertheless its success can't be put down simply to marketing overkill. It was the best selling title of 1986 because it is one of the best sports simulations to appear on the 64. That said you'd be advised to wait for what is undoubtedly the eventual appearance of one of the more enhanced versions to appears with trees and water hazards etc.**(85%)**



GHOST HUNTERS

Code Masters

Ghost Busters, er sorry, *Hunters* is no cheapo rip-off from a two year old big screen hit. No sir. A platform game in the classic mould, you must rid Nightmare Mansions, home of Professor Twighlight, of all kinds of evil spooks and ghoulie things.

Nightmare Mansions has lots of lifts which you can set in operation by picking up flashing objects like chalices for example. The more evil spirits there are hanging around the higher the dial on the terrormeter goes and the greater the likelihood of you being zapped. As a consequence of being zapped your machometer hits low and then you die. Get them before they get you.

This is not bad at all, though the idea of a ramboesque figure zapping spooks with a big gun is a little odd. Shouldn't there be some magic and spells and stuff involved? Perhaps that's why its so cheapo. **(64%)**

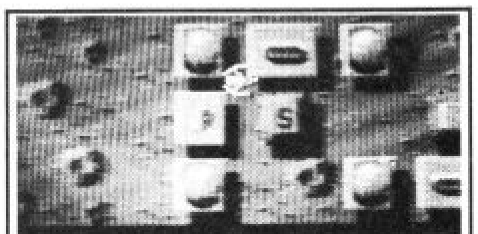
TERRA FIGHTER

Zeppelin

No messing around here. Your planet has been attacked and everyone else has failed so it's left to you to do the job. It's always left to you isn't it?

Stage 1 is very *Uridium* (yawn) as you close down six barges, protected by fighters. Stage 2 is a head-to-head with more fighers, and there's six motherships waiting in the third and final stage. Nothing new here, but it's competent budget blasting for shoot 'em up fiends who need a regular infusion of something new each month. All the sixes, the year we won the cup... **(66%)**

Terra Fighter.



INTO THE

This week our resident action man adventurer Keith Campbell asks whither the 64 adventure, tips the likes of *Shadowgate, Bard's Tale II* and *Dracula*, and generally goes over the top. Now read on . . .

CAMPBELL'S COMMENT

Where have all the adventures gone? After a brace from Level 9 in quick succession, and an earlier flurry from Magnetic Scrolls, suddenly nothing much seems to be happening. Notably lagging with new releases is Infocom, who, despite their own predictions of at least equalling their 1987 output of eight adventures, have, at the time of writing, produced only three.

And what of the smaller adventures, on tape, that attract so many 64 non-disk owners? CRL have had their troubles this year, and whilst things are looking up for 1989, St. Brides and Rod Pike, whose games they publish, have not been seen since *Jack The Ripper* and *Wolfman* respectively. Delta 4's promised horror-spoof has not yet emerged, and the only bright light on the cassette scene this year has been Smart Egg, with Mastertronic budget game *Quest For The Golden Eggcup* following on from the enormously popular and still current *Rigel's Revenge*.

There is plenty in the pipeline, though. A whole list of graphic adventures is scheduled from Sierra, in their *Quest* series. Infocom promise three titles within the next six months, and there are more games on the way from Abstract Concepts and Level 9. Magnetic Scrolls' next release date is uncertain, and unlikely to be before April.

So why the gap? The promised titles will all be developed as 16 bit adventures and 16 bit adventure systems are far more complex. They offer far more scope for innovation and improvements in software design, complexity and sophistication — but the games take longer to write. Thus they cost more, typically three times as much as cassette adventures for the 64.

Furthermore, not all of the games mentioned will convert to 8-bit format at all, let alone to cassette. Of those producers who, to their credit, do continue to support 64 owners, only a few support tape. In the longer term, this may not be to their advantage, for it means that their 16-bit originals will have been designed with 8-bit 'in-memory' modules in mind, thereby not using fully the advantages offered by 16-bit technology.

So is there a future for C-64 adventures? Sadly, perhaps there is only a glorious past, as this letter from regular Valley reader Gareth Williams from Swansea suggests:

"I feel the days I had enjoying Scott Adams or Level 9 cannot be repeated. The 8-bit adventure is dead. The whole 8-bit adventure scene has been pushed as far as it can go, with it seeing the advent of graphics, advancing parsers, and games with thousands of locations. The 16-bit scene shows a lot of promise, partially fulfilled by advancements by Level 9, Infocom, and most notably Magnetic Scrolls. The 16-bit market is the place to be."

Adventure News

★ The Adventurer's Club Ltd., has announced that this year, its annual Golden Chalice Awards will be presented at an evening reception to be held in London on Saturday 25th February.

The Chalice Awards, voted for exclusively by club members, are claimed to represent the best informed opinions of experienced adventure players.

★ Rod Pike, author of CRL's best selling horror adventures *Dracula*, *Frankenstein*, and *Wolfman*, is planning a new nasty based on football. Provisionally entitled *Satan's League*, its main character will be a football professional whose ambitions have been thwarted.

Making a pact with the devil, he rapidly rises to the top of the football scene, but trouble arises when the Devil comes to collect his dues, and our hero wants out of the deal. *(Does he play for Wimbledon? Ed.)*

★ Abstract Concept's forthcoming adventure, *Parisian Nights*, is due for release by Mediagenic/Activision in mid January.

ADVENTURE CLUES

With thanks this month to Ray Smith, Milton Keynes, who solves the 'raft' problem in *Leather Goddesses*, and Reuben Wilkinson, Little Hadham, Herts.

LEATHER GODDESSES:
A raft will be found in the Burial Chamber in the catacombs.

MASTERS OF THE UNIVERSE:
After killing Mantanna, examine the stalactite!

BARD'S TALE II:
The entrance to the Grey Crypt is 32N-8E. Password: Grey Crypt.

DRACULA:
Tie cord to window in room above Dracula's, and wait until you see him leave. Then climb down cord and enter through his window. Lift carpet and go down through trapdoor. Open one of the boxes, put cross in it, and go south to start Part 3.

EUREKA:
How to get past the guards:
— in Wartime Germany:
At bottom of stairs — give chocolate.
At gate — Make and wear a German uniform.
Outside Gestapo HQ — Give schnapps.
At guard post — show fake ID (make one).
— in Caribbean:
At east end of corridor — wear cap and shirt and hit guard when he thinks he recognises you and says 'Hi Charlie'.
In bedroom — hit him.

KNIGHT ORC:
Push the button with the broadsword.

RIGEL'S REVENGE:
Route through minefield: E, SE, S, SE, E.



VALLEY

VALLEY RESCUE

SHADOWGATE

If you have a RAM expansion for your Amiga 500, then here's a tip from Reuben Wilkinson of Little Hadham, Herts, that will load all of *Shadowgate* (and presumably *Uninvited*) at one go, and save you having to wait for the picture to load every time you change location.

1: Put the Workbench in the drive, and when the screen goes blue hold down CTRL and press D to enter CLI.
2: Copy the file called ram-handler from the Workbench L directory to the L directory on the *Shadowgate* disk. (Be careful not to erase anything from the *Shadowgate* disk!) If at any time you get a message saying that *Shadowgate* is full, delete everything in the save drawer except info.
3: Type: **ed shadowgate:s startup-sequence**
4: Move the cursor to the end of the top line and press RETURN. You should now have a blank line. In this line type: **copy shadowgate:graphics.s TO ram:**
Press RETURN to make another blank line, and in this type: **copy shadowgate:sounds.s TO ram:**
5: Press ESCAPE and type **SA**. Press ESCAPE again and type **Q**.
6: Type: **ed shadowgate:resources**
Move the cursor to the beginning of the line reading: shadowgate:graphics.s and change it to read: **RAM:sounds.s**
7: Repeat operation 5.
8: Reset the computer and load *Shadowgate* in the normal way. All the location graphics and sounds will now be in memory, and won't have to load from disk while you play.

Buying an adventure can be quite a hazardous affair, since if you get the difficulty level wrong for your own problem solving ability, you can become hopelessly stuck. This is why magazine Helplines such as Valley Rescue are so popular with readers.

But there is another line of defence — the publisher. Most publishers support their customers, and will either offer help for a specific problem by mail or phone, or will send a hint sheet on request, with proof of purchase. Level 9 have got this down to a fine art, producing a comprehensive hint sheet for all of their adventures. Look up the name of the object or location that is giving you trouble, and you're referred to two numbered clues — one telling you how to reach it, and the other on what to do with it when you get there.

That's the theory, anyway! So it was with confidence that I set about answering a plea from Ace Melief of Rotterdam, who wanted to know where to find the black ball in Level 9's *Red Moon*. Looking up BLACK BALL pointed me off to clue no 199. Therein lay the snag — clue 199 is completely missing from the list! So who can help update the hint sheet, and put Ace out of his misery?

"Well, you've done it again, you brainy little thing. I can't thank you enough for the solution on getting the bomb from inside the tank, in *Rigel's Revenge*," writes David Jenkins of Hatfield. Hmm, I see, getting a bit familiar, are we? Remind me to introduce you to Alen Williams, of Thans Yeneats fame, David! Anyway, let's read on: "The only problem is, that what I really wanted to know was what I should do in the minefield in no-man's land!"

And so you shall David, so you shall! Walk straight ahead, stamping the ground hard with each step!

"In Bard's Tale III," writes Stephen Glass from Yagoona in New south Wales, "there is a riddle which I cannot work out. Could you help, please?" The riddle in question reads as follows:

'I have no lips yet my kiss is deadly.
I am not a razor, but those I caress need never shave again.
Your best friend, I will kill you.'

I can't guess — can you?

Rarely featuring among the pleas for help, *Wishbringer* is an adventure that I really enjoyed, and actually completed. But being so absorbed with it at the time, I failed to write anything down. That was long ago, and now, with Mattias Karlsson writing from Sweden to ask how to get the coin from the fountain, and how to get past the big dog by the tower of the evil one, I have been caught napping! I solved both problems but have now forgotten how. Refresh my memory, someone, please!

Sweet fruit and a firedrake feature in the final brace of problems this month! Arve Beckstrom from Norway keeps stuffing his face with fruit, whilst playing *Frankenstein*, but always dies five moves after doing so! Is there an antidote? And is there a way past the firedrake in *Shadowgate*, asks Reuben Wilkinson?



INTO THE VALLEY



Dirty little tyke!



Piggin' red tape.

Dream Zone

Leisuresoft/ Baudville Amiga: £24.99

There are monsters in your dreams, and each night you awake in a sweat, unable to recall what had terrorised you. Your brother complains your screams are ruining his sleep. So you seek the help of a psychiatrist, who gives you a glass of something to drink, and tells you to go home and sleep it off.

The game starts in your bedroom, and at first sight the graphics disappoint. The picture you see is a drab black and white digitised photo, enlivened only by a poster of a scantily clad female adorning the wall. Your house, as you wander around it, is equally drab.

You eventually decide to follow the advice you were given, and sleep. Suddenly, your bedroom is transformed, the misty grey pictures crystallising with colour, and now, the way out leads not to the landing, but to a weaving blue pathway suspended in space . . .

Entering the gate at the far end of the path, takes you into the square of a strange and fantastic city. Fancying a drink, you try to pop into the Rigor Mortis Bar ("Come inside and get stiff!" is its slogan) but before you can embark on this part of your dream, you must have an ID card. A foxy-looking tout has a jacket lined with ID cards, and here's where all the bureaucracy you encountered if you played Infocom's *Stationfall* will stand you in good stead — he needs a form 69C-12B before he will sell you one!

Over the road, then, to the Department Of Information building, to get hold of the appropriate form. But don't think it will be that easy! "Ask officer S3R-D in room N4R-E," suggests the clerk on the reception desk, starting you off on a merry chase through the building, being referred from one officer to another.

So the dream continues, taking you to an oriental palace, a castle in the clouds, and an amusement park, among other places. But should you decide you've had enough, and you want to go back to bed, you'll find a huge, ugly monster blocking the pathway to your door.

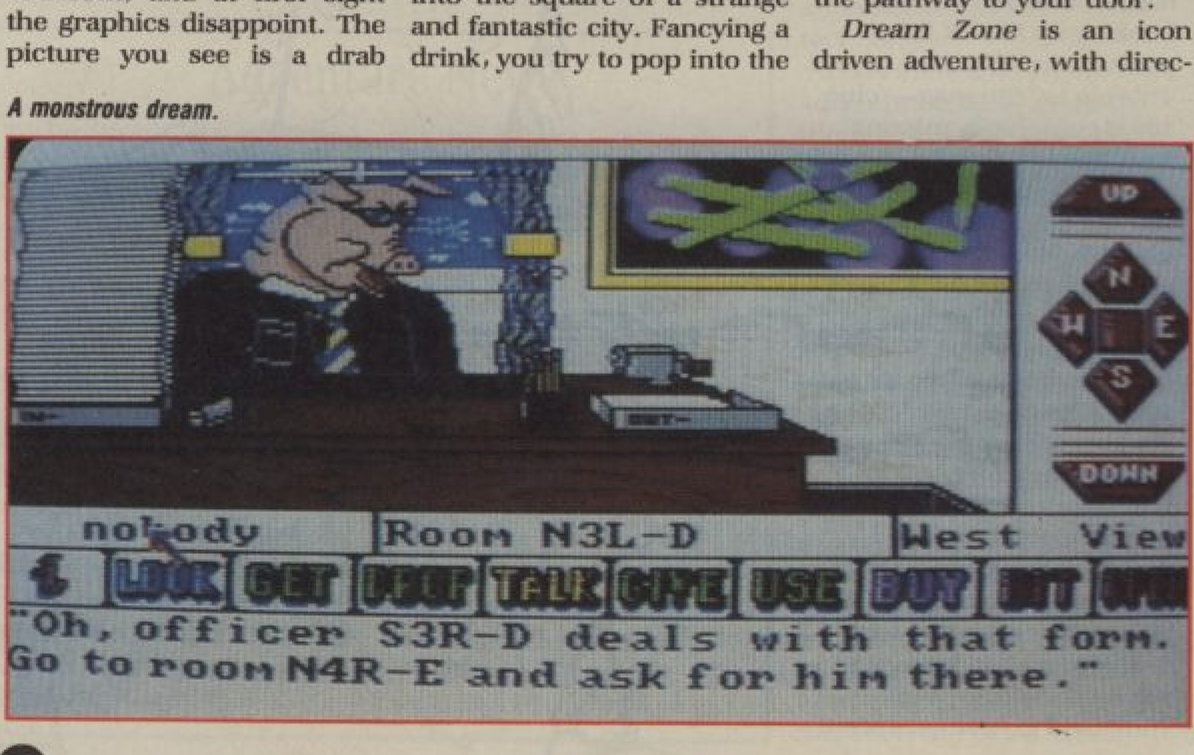
Dream Zone is an icon driven adventure, with direction icons to the right of the picture, and command verbs in a bar directly under the picture. Clicking on a direction will move you, whilst clicking on a verb followed by a moveable object or part of the picture area, will build a text command in the input area, which will be executed with a click on the text message area directly above it. Commands can also be typed in via the keyboard.

The menu bar at the top offers pull down menus for facilities to save and load game positions, turn sound on and off (there is suitably moody music throughout the game), quit, new game, and text coloration.

Certainly at the beginning of the game the problems are not particularly obvious. You can get to sleep easily enough, only to discover shortly afterwards that there must be essential objects that you have left behind in the house. Before long I realised that I had to go to the bathroom, but I couldn't find it anywhere! It turned out that it was not off the landing, where I had spent half an hour searching for it, but was en-suite to my bedroom. Here, then, is my biggest, and possibly only criticism of the game — no exits are listed on the screen, and even the hintmap that comes in the package didn't show it!

However, once you get used to the command system, and familiar with the way the game plays, it's brilliant!

A monstrous dream.



GRAPHICS	9
PUZZLEABILITY	8
PLAYABILITY	7
OVERALL	9



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★★★★★★★★★★★

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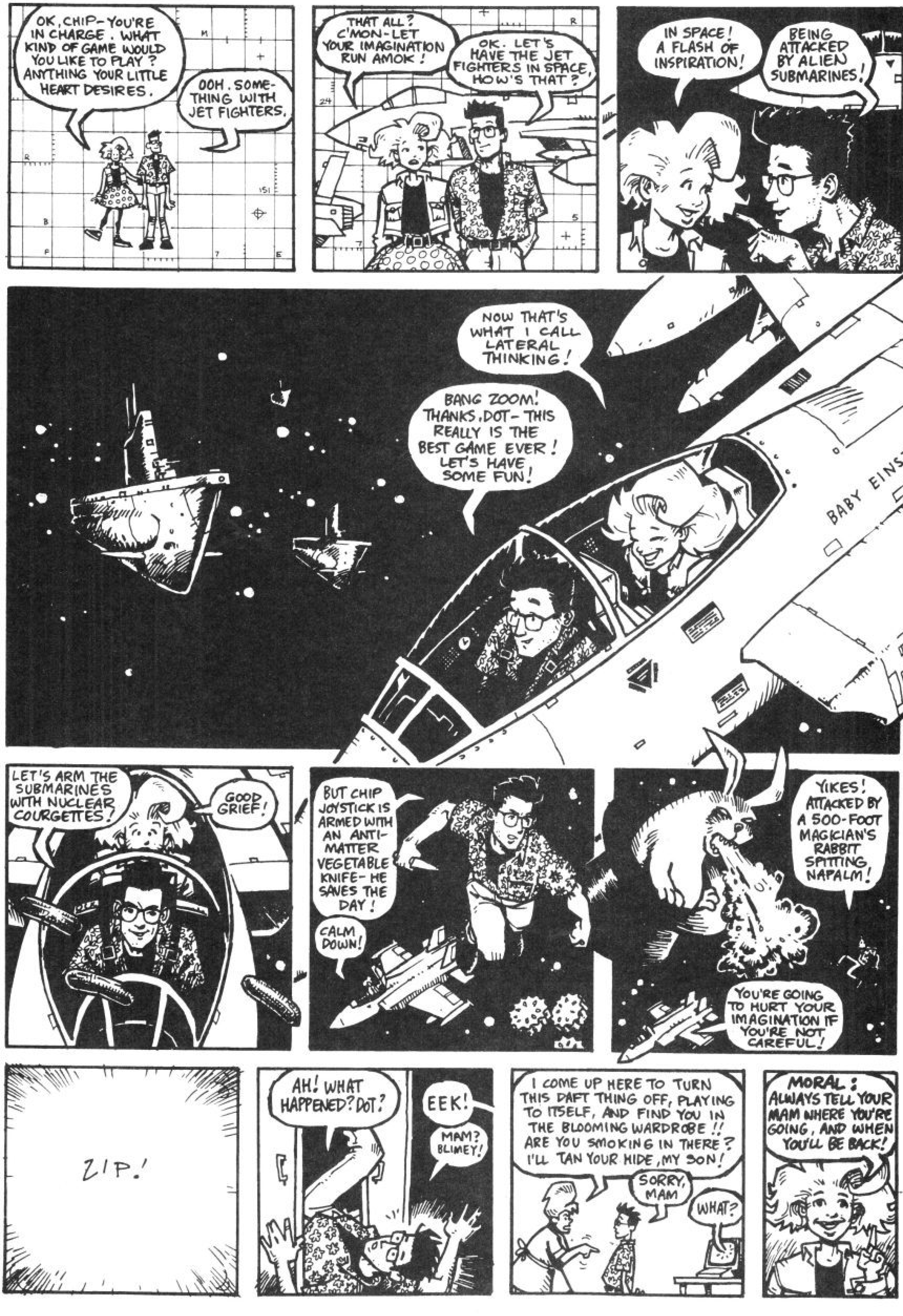
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I THOUGHT I KNEW ALL THE NEW GAMES WELL IN ADVANCE, BUT THIS IS A NEW ONE TO ME!
BABY EINSTEIN
VERY FESTIVE WRAPPING PAPER, BUT NO TAG - SO I DON'T EVEN KNOW WHO THE HECK IT'S FROM. A REGULAR MYSTERY!
'BABY EINSTEIN', EH? WELL, LET'S SEE WHAT THIS IS ALL ABOUT...
BEEP!
HI, CHIP! I'M DOT MATRIX FROM 'BABY EINSTEIN'. KID, I'M GOING TO SHOW YOU THE BEST TIME EVER!
HIT THE 'PRINT' BUTTON AND COVER YOUR EYES!
OK!
THAT'S CLEVER.
OKEY DOKEY, CHIP- HOW'D YOU LIKE TO PLAY THE BEST VID GAME YOU EVER DID SEE?
SOUNDS GOOD.
FLASH!
TAKE MY HAND AND SHUT YOUR EYES, THEN!
HEY! WHERE'D SHE GO?!!
RIGHT BEHIND YOU, BIGEARS! MY, THAT'S A NICE SHIRT - YOUR MOTHER KNIT IT FOR YOU? NEAT ROOM YOU'VE GOT HERE - THAT'S NEAT AS IN GROOVY, NOT AS IN TIDY!
POP!
©1988 Philip Bond


OK, CHIP- YOU'RE IN CHARGE. WHAT KIND OF GAME WOULD YOU LIKE TO PLAY? ANYTHING YOUR LITTLE HEART DESIRES.
OOH. SOMETHING WITH JET FIGHTERS.
THAT ALL? C'MON-LET YOUR IMAGINATION RUN AMOK!
OK. LET'S HAVE THE JET FIGHTERS IN SPACE, HOW'S THAT?
IN SPACE! A FLASH OF INSPIRATION!
BEING ATTACKED BY ALIEN SUBMARINES!
NOW THAT'S WHAT I CALL LATERAL THINKING!
BANG ZOOM! THANKS, DOT- THIS REALLY IS THE BEST GAME EVER! LET'S HAVE SOME FUN!
BABY EINSTEIN
LET'S ARM THE SUBMARINES WITH NUCLEAR COURGETTES!
GOOD GRIEF!
BUT CHIP JOYSTICK IS ARMED WITH AN ANTI-MATTER VEGETABLE KNIFE- HE SAVES THE DAY!
CALM DOWN!
YIKES! ATTACKED BY A 500-FOOT MAGICIAN'S RABBIT SPITTING NAPALM!
YOU'RE GOING TO HURT YOUR IMAGINATION IF YOU'RE NOT CAREFUL!
ZIP!
AH! WHAT HAPPENED? DOT?
EEK!
MAM? BLIMEY!
I COME UP HERE TO TURN THIS DAFT THING OFF, PLAYING TO ITSELF, AND FIND YOU IN THE BLOOMING WARDROBE!! ARE YOU SMOKING IN THERE? I'LL TAN YOUR HIDE, MY SON!
SORRY, MAM
WHAT?
MORAL: ALWAYS TELL YOUR MAM WHERE YOU'RE GOING, AND WHEN YOU'LL BE BACK!

CU LETTERS

Standards

● I have owned an Amiga for almost a year now and have noticed in this time its increased presence in the games market as more and more releases have become available. The high pricing of Amiga games is an obvious point with many owners and hence there is a need for consistent and thorough reviews to avoid disappointment.

CU is very useful as you might expect from a more dedicated magazine and the reviews are consistently well-written and often amusing.

However Mr C Cents' letter from December's issue was a fair and necessary comment upon recent reviews however. The case of *Zynaps* has been repeated with the release of another Hewson product *Cybernoid*. This merely average strategic blaster received 87% overall which is close to a '9' based on the old system of mark allocation. I think if the normal high standard of reviews had been maintained this product would have received a 70% or perhaps at the most 79% (being generous) considering its straight translation from the ST (bar sound) and its tedious lack of variety in graphics as you progress into the game. The problem I think is two-fold. Firstly as you said in reply to the *Zynaps* case, the reviews are only one reviewer's opinion. How can people relying on a fair assessment of a product take just one person's point of view and expect that to save them from disappointment?

Secondly your recent switch to percentages has increased the previous rating scale in size by 10 times. A perfect scale in my opinion would be as before but allowing for half marks on the overall rating. These numbers are far easier to interpret when comparing the ratings of different products.

I have picked out faults which I feel are important, others may not think so. The reviewing of games is not accomplished perfectly by *any* magazine because opinions will always differ. Amiga owners want to know if a game uses the machine's capabilities well because as we all know the vast majority of games are ported over from the ST. Until the Amiga user base increases however this is unlikely to change too much.

So, please inform us (as you often do) if no attempt has been made to improve over the ST version and ensure products are reviewed by more than one person, because not only do people have differing opinions of games, but they also have differing individual standards.

The Amiga is a young machine and software seems to be slowly improving. However if 8-bit 'fodder' is continually accepted as being satisfactory then surely producers are under no incentive to treat it as a format for development.

When you read record reviews in Sounds or the NME do you get two opinions? No. If a book is reviewed in The Observer do two critics give their point of view? No way. You have to respect the reviewer's opinion. We don't employ just anyone. The scoring system was changed to accommodate greater diversity in games and whilst we do point out differences between the Amiga and ST, most people only own the former and hence can learn nothing from a worthless comparison.



Arthur Dent

● Mike, you just haven't lived yet! You've never seen Brockian Ultra Cricket?!? You said in the *Speedball* review that you didn't know what it was. I decided to give you a quick run down of the rules.

RULE ONE: Grow at least three extra legs. You won't need them, but it keeps the crowd amused.

RULE TWO: Find one good Brockian Ultra Cricket player. Clone him off a few times. This saves an enormous amount of tedious selection and training. West Ham take note (*Point taken — John Lyall*)

RULE THREE: Put your team and the opposing team in a large field and build a high wall around them.

The reason for this is that, though the game is a major spectator sport, the frustration experienced by the audience at not actually being able to see what's going on leads them to imagine that it is a lot more exciting than it really is. A crowd that has just watched a rather humdrum game experiences far less life-affirmation than a crowd that believes it has just missed the most dramatic event in sporting history.

RULE FOUR: Throw lots of assorted items of sporting equipment over the wall for the players. Anything will do — cricket bats, basecube hats, tennis guns, skis, anything you can get a good swing with.

RULE FIVE: The players should now lay about themselves for all they are worth with whatever they find to hand. Whenever a player scores a 'hit' on another player, he should immediately run away and apologise from a safe distance.

Apologies should be concise, sincere and, for maximum clarity and points, delivered through a megaphone.

RULE SIX: The winning team shall be the first team that wins.

For further information I suggest you consult the 'Hitch-Hikers Guide to the Galaxy'.

Mad Marshall,
Brighton Station toilets,
Third from the left,
Under the rim.

Thanks for that Mr Marshall. I was just testing really. John Lyall is already playing Joseph Mengele with a portion of Paul Ince's big toenail so West Ham should be well and truly on the road to Wembley by the time you read this. The Ed, too, is experimenting with a similar process, thus enabling him to staff the whole magazine with superior beings.



A VERY MERRY CHRISTMAS TO EVERYONE (heh heh)
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● **SPRITE CONTROL.** Freeze the action - view animations. Load, save and modify sprites in any program. Flip, reverse, delete etc. Customise your games. Kill sprite collisions - make yourself invincible. 64K operation.

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● **MULTISTAGE TRANSFER.** Even transfers multistage programs from tape to disk. The extra parts fast load - a unique feature. Enhancement diskis required for multi-loaders (see below).

● **SUPER COMPACTOR.** Ultra efficient program compaction techniques. Each program saved as a single file. 3 programs per disk side - 6 programs per disk, if you use both sides.

● **TEXT SCREEN EDITOR.** Modify the text screen on a frozen program. Customise your games by adding your name to the title screen - change colours, etc., then make a backup. Also a great programmers aid.

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	64	AMIGA
BEST COIN-OP CONVERSION	....	....
Runner up	....	....
BEST SOFTWARE HOUSE	....	....
Runner up	....	....
ARCADE GAME OF THE YEAR	....	....
Runner up	....	....
BEST SIMULATION	....	....
Runner up	....	....
BEST ADVENTURE	....	....
Runner up	....	....
BEST GRAPHICS	....	....
Runner up	....	....
BEST SOUND	....	....
Runner up	....	....
BEST STRATEGY	....	....
Runner up	....	....

READERS' POLL

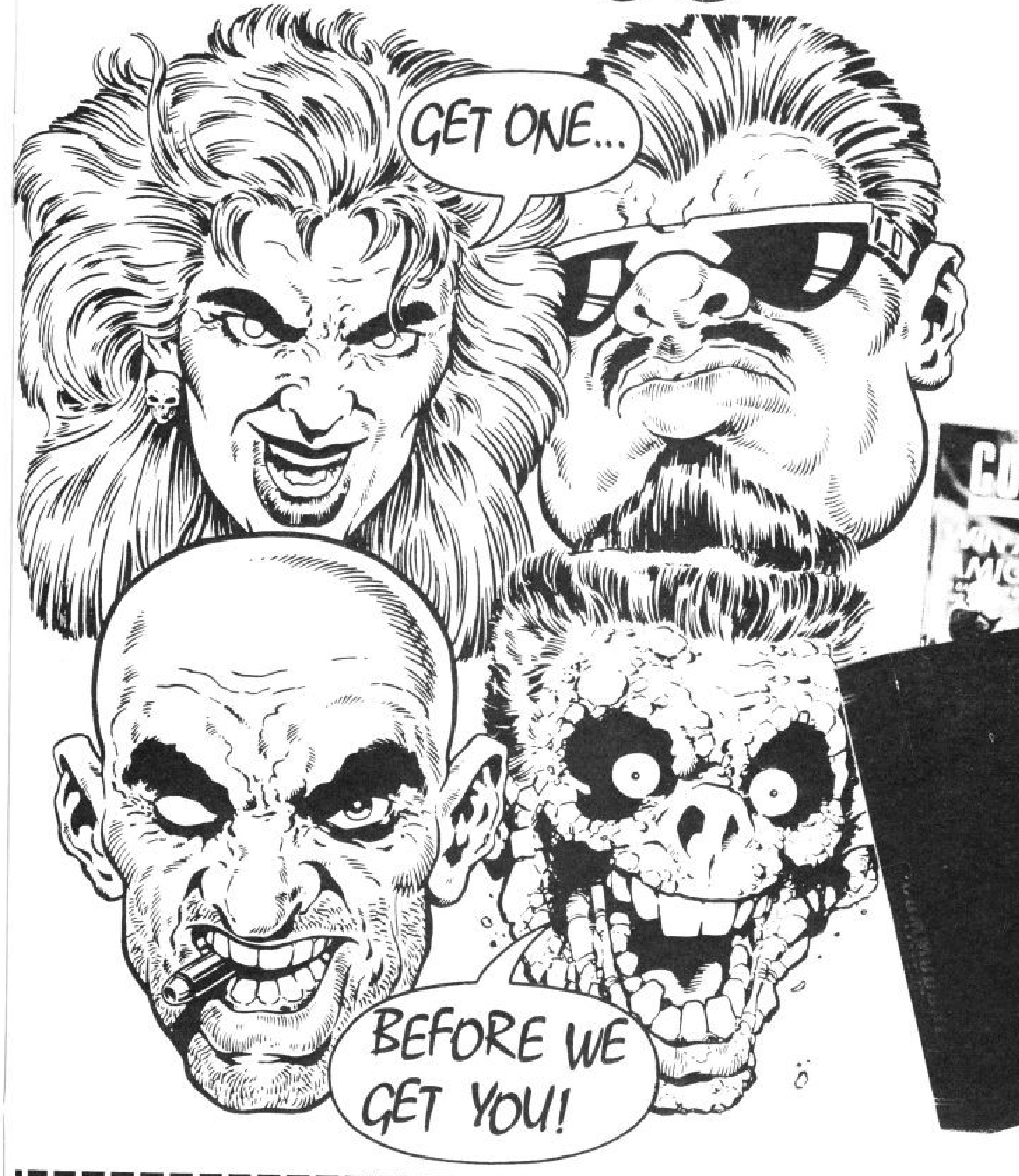
Well that was the year that was, eh? We've seen the Amiga scene grow enormously and finally start delivering the goods in terms of games. The 64 has wobbled intermittantly and yet managed to produce some excellent software, some of which pushes the machine to even greater limits. Anyway, that's our view, and this is the chance for you to give yours.

This year's readers poll will be added together with all EMAP's other home computer publications (Sinclair User, Computer & Video Games and The One) to determine *the* best games released this year. CU readers who reply obviously have their say in the voting, but if you're among twenty-five lucky voters you could win free software and a CU t-shirt! Poll on . . .

Send your votes to CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, together with your name and address. Don't forget to state which machine you own if you want a prize.

GAME OF THE YEAR	....	....
Runner up	....	....
BEST ORIGINAL GAME	....	....
Runner up	....	....
BEST COIN-OP (ARCADE)	....	....
Runner up	....	....
BEST ROLE PLAYING GAME	....	....
Runner up	....	....
WORST GAME	....	....
BEST TV PROGRAMME	....	....
BEST LP	....	....
BEST FILM	....	....
BEST PACKAGING	....	....

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If you were anything less than observant last month you'll have noticed that there were a few cock-ups in the Play To Win section. Thanks to the efforts of our repro houses there was something wrong on just about every page. The Soldier of Fortune Playguide for example had numbers in the text referring to the map. However someone forgot to reverse them out so they came out black. Nothing we can do here, space prevents us reprinting the whole thing, but look carefully and you should be able to make them out. Remember it is numbered progressively.

2) The Starglider map looked pretty didn't it? Unfortunately someone forgot to print the maps on the grids. So you'll just have to work out your own routes.

3) The Cybernoid map. Finally the piece de resistance. After we spent hours photographing the final level of Hewson's addictive game, someone forgot to print the overlay telling you which zones were which and which transporters took you where. This one we have corrected (see right) so if you were cursing us . . . apologize!

And now a few pokes . . .

AMIGA STARRAY

David Slack's listing will supply you with unlimited vaporizers. When you find yourself in trouble just hit the right mouse button to kill everything around your ship.

Method

1. For this cheat there is no need to try and make a backup as it does not alter the disk directly.
2. Load AMIGA BASIC.
3. Type in the listing printed below.
4. Save the listing on disk.
5. Run the program.
6. When you are instructed to insert the STARRAY BOOT disk place it in df0: and wait until you see "ERROR VALIDATING DISK" in the top of the screen. Press the mouse pointer on the "CANCEL" box. Another message will now appear saying "DISK STRUCTURE CORRUPT" press on "CANCEL" again.

Listing

```
10 REM *** STARRAY CHEAT (C) D. SLACK ***
20 check=0
30 FOR n=401408& TO 401552& STEP 2
40 READ a$
50 a=VAL ("&h"+a$)
60 check=check+a
70 POKEW n,a
80 NEXT n
90 IF check<>420627& THEN PRINT "ERROR IN DATA": END
100 cheat=401408&
110 PRINT "PLEASE INSERT YOUR MAIN STARRAY DISK IN DFO: AND"
120 PRINT "AFTER SELECTING CANCEL TWICE PRESS ANY KEY :";
130 a$=INKEY$: IF a$="" THEN 130
140 CALL cheat
150 DATA 43FA, 0066, 23C9, 0000, 0010, 2A7C, 0005, 1000
160 DATA 2C79, 0000, 0004, 93C9, 4EAE, FEDA 2B40, 0010
170 DATA 224D, 4EAE, FE9E, 227C, 0005, 0000, 4280, 4281
180 DATA 41F9, 00FE, 88C4, 4EAE, FE44, 4A80, 6600, 0052
190 DATA 247C, 0007, F000, 234D, 000E, 337C, 0002, 001C
200 DATA 234A, 0028, 237C, 0000, 1000, 0024, 237C, 0000
210 DATA 2C00, 002C, 4EAE, FE38, 41FA, 0010, 23C8, 0007
220 DATA F41C, 5339, 0007, F05A, 4ED2, 41F9, 0003, C670
230 DATA 20FC, 4E71, 4E71, 30FC, 4E71, 4EF9, 0003, 8000
240 DATA 4E75
```

VIRUS

This listing from David Slack will allow you to enter the number of lives and the number of missiles that you wish to have, between 1 and 255 for each.

Method

1. For this cheat there is no need to try and make a backup as it does not alter the disk directly.
2. Load AMIGA BASIC.
3. Type in the listing printed below.
4. Save the listing on disk.
5. Run the program.
6. When you are instructed to insert the virus disk place it in df0: and wait until you see "ERROR VALIDATING DISK" in the top of the screen. Press the mouse pointer on the "CANCEL" box. Another message will now appear saying "DISK STRUCTURE CORRUPT" press on "CANCEL" again.
7. Now just enter the number of lives and missiles when asked and the game will now load.

Listing

```
10 REM *** VIRUS CHEAT (C) DAVID SLACK ***
20 check=0
30 FOR n=263424& TO 263614& STEP 2
40 READ a$
50 a=VAL ("&h"+a$)
60 check=check+a
70 POKEW n,a
80 NEXT n
90 IF check<>717498& THEN PRINT "ERROR IN DATA": END
100 cheat=263424&
110 PRINT "PLEASE INSERT YOUR VIRUS DISK IN DFO: AND"
120 PRINT "AFTER SELECTING CANCEL TWICE PRESS ANY KEY :";
130 a$=INKEY$: IF a$="" THEN 130
140 PRINT: PRINT "How many lives do you want 1-255";
150 INPUT lives: IF lives <1 OR lives> 255 THEN 150
160 PRINT: PRINT "How many missiles do you want 1-255";
170 INPUT miss: IF miss <1 OR miss> 255 THEN 170
180 POKEW 263438&, lives
190 POKEW 263458&, miss
200 CALL cheat
210 DATA 23FC, 0004, 059C, 0000, 0010, 23FC, 33FC, 0003
220 DATA 0000, 0800, 23FC, 0006, 4164, 0000, 0804, 23FC
230 DATA 33FC, 0003, 0000, 0808, 23FC, 0006, 416C, 0000
240 DATA 080C, 23FC, 4EF8, 1000, 0000, 0810, 287C, 0005
250 DATA 0000, 2A7C, 0005, 1000, 2C79, 0000, 0004, 93C9
260 DATA 4EAE, FEDA, 2B40, 0010, 224D, 4EAE, FE9E, 224C
270 DATA 234D, 000E, 4280, 4281, 41FA, 0042, 4EAE, FE44
280 DATA 4A80, 6600, 0036, 224C, 337C, 0002, 001C, 237C
290 DATA 0004, 0000, 0028, 237C, 0000, 0400, 0024, 42A9
300 DATA 002C, 2C79, 0000, 0004, 4EAE, FE38, 33FC, 0800
310 DATA 0004, 01F2, 4EF9, 0004, 000C, 4E75, 7472, 6163
320 DATA 6B64, 6973, 6B2E, 6465, 7669, 6365, 0000, 0000
```

BIONIC COMMANDO

David Slack's tasty listing will allow you to enter the number of lives that you wish to have.

Method

1. Make a backup copy of your Bionic Commando disk on to a blank disk.
2. Load AMIGA BASIC.
3. Type in the listing printed below.
4. Save the listing on disk.
5. Run the program.
6. When the program finishes and the drive light has gone out, reset the computer and load the backup to play the game with your chosen number of lives.

Listing

```
10 PRINT TAB(10)"** Bionic Commando cheat (C) DAVID SLACK **"
20 PRINT :PRINT "Insert your Bionic Commando backup disk in df0:"
30 PRINT "and press a key:"
40 WHILE a$=""
50 a$=INKEY$
60 WEND
70 OPEN "R",#1, "df0: bionic",1
80 FIELD #1, 1 AS t$
90 PRINT :PRINT "How many lives do you want 1-128:";
100 INPUT n
110 IF n<1 OR n> 128 THEN 100
120 LSET t$=CHR$(n)
130 PUT #1,620
140 CLOSE #1
150 PRINT "finished"
160 END
```

PLAY TO WIN

64

RAMBO III

This listing will stop mines and trapdoors killing you and will give you infinite energy on parts 1 and 2 and give you invincibility on part 3. Type it in, load the game and follow the on-screen instructions.

```
0 REM RAMBO 3 CHEAT
BY H M PUGH 1988
1 FOR X=325 TO 414:
READY: C=C+Y: POKE X,
Y: NEXT
2 IF C=9312 THEN POKE
157, 128: SYS325
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245,
169, 32, 141, 84, 3, 169,
91, 141, 85, 3
5 DATA 169, 1, 141, 86,
3, 96, 72, 77, 80, 72,
169, 107, 141
6 DATA 89, 1, 169, 1,
141, 90, 1, 104, 173, 32,
208, 96, 169
7 DATA 128, 141, 135,
15, 169, 1, 141, 136, 15,
32, 143, 1, 169
8 DATA 76, 141, 156, 1,
76, 0, 4, 173, 183, 149,
201, 81, 240
9 DATA 8, 169, 173,
141, 91, 31, 76, 75, 16,
169, 96, 141, 234
10 DATA 149, 141, 182,
149, 169, 173, 141, 76,
49, 96, 75, 16
```

PAC-MANIA

Thanks to Martin Pugh for sending us a listing with infinite smilies.

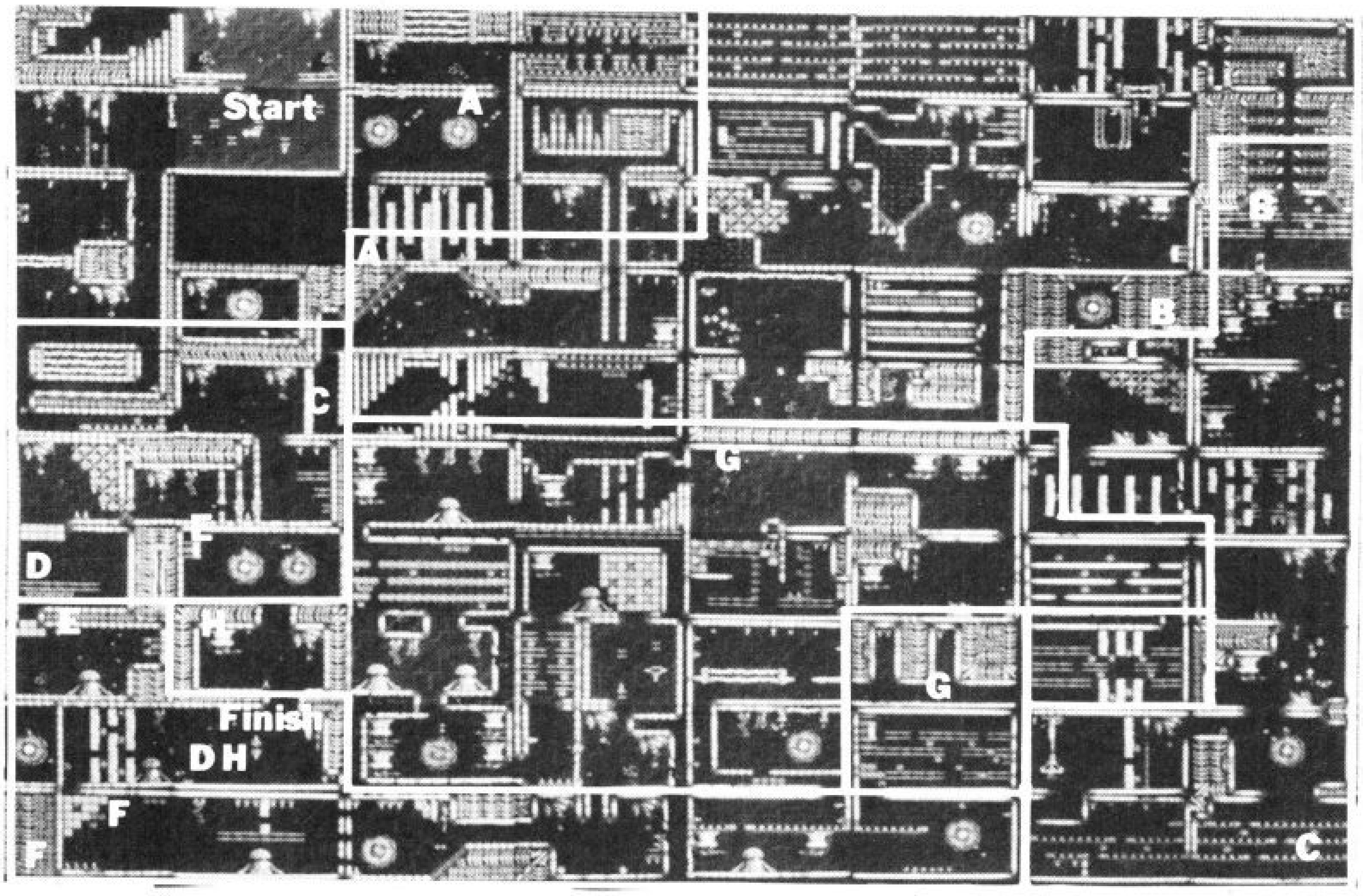
```
0 REM *** PAC-MANIA
CHEAT BY H M PUGH
***
1 REM ***** INFINITE
PACMEN *****
2 FOR X=320 TO 357:
READY: C=C+Y: POKEX,
Y: NEXT
3 IF C=3695 THEN POKE
157, 128: SYS320
4 PRINT "DATA ERROR"
5 DATA 32, 86, 245,
169, 81, 141, 202, 2,
169, 1, 141, 203, 2
6 DATA 96, 72, 77, 80,
169, 94, 141, 134, 5,
169, 1, 141, 135
7 DATA 5, 76, 0, 4, 169,
165, 141, 104, 111, 76,
0, 56
```

OPERATION WOLF

If Ocean's conversion is proving too hot, back up is at hand in the shape of another life-saving Martin Pugh listing. This'll give you infinite magazines, grenades and a spot of invincibility. Go get 'em!

```
0 REM *****
OPERATION WOLF
CHEAT BY H M PUGH
1988 *****
1 REM ***** INFINITE
MAGAZINES/GRENADES
& INVINCIBILITY *****
2 FOR X=53231 TO
53264: READY: C=C+Y:
POKEX, Y: NEXT
3 FOR X=816 TO 825:
READY: C=C+Y: POKEX,
Y: NEXT
4 IF C=4880 THEN POKE
157, 128: SYS53231
5 PRINT "DATA ERROR"
6 DATA 32, 86, 245,
169, 32, 141, 84, 3, 169,
0, 141, 85, 3, 96
7 DATA 72, 77, 80, 72,
169, 165, 141, 169,
140, 141, 136, 136,
169, 9, 141
8 DATA 254, 128, 76,
48, 3, 169, 173, 141, 35,
137, 104, 173, 32, 208,
96
```

Cybernoid, showing the zones and their transporters



STAR TREK

Programmer Richard Hewison peruses the Captain's log and provides Trakkies with some totally logical playtips for Telecom's long awaited game.

STARTING

The first few initial plays should be used to explore the game and note the co-ordinates of federation or neutral systems where you can get repairs, weapons, energy etc. Especially note the location of an orbital discontinuum for when you encounter the dreaded catastrophe pods. There is one at Perrien (64.31.70 in the Q Zone). Also note how you got to the system to save time later on. Discovering the quickest route to a system could save your ship from destruction.

There are also some very useful planets to visit. Archive Complexes will give you hints on how to stop the mutiny. On some life-supporting planets you will find Guardians of Knowledge. If you ask Spock to mind meld with them, they disclose information regarding the location of systems with very useful objects.

For battles, a hot shot device is always very useful. Instead of half a dozen hits to destroy an attacking enemy ship, they usually reduce the hits to two or three at the most, saving you from making constant trips to a fed or indep weapons dump (which also wastes energy, engines etc). There is one on the life-supporting planet in Cernial (69.1960).

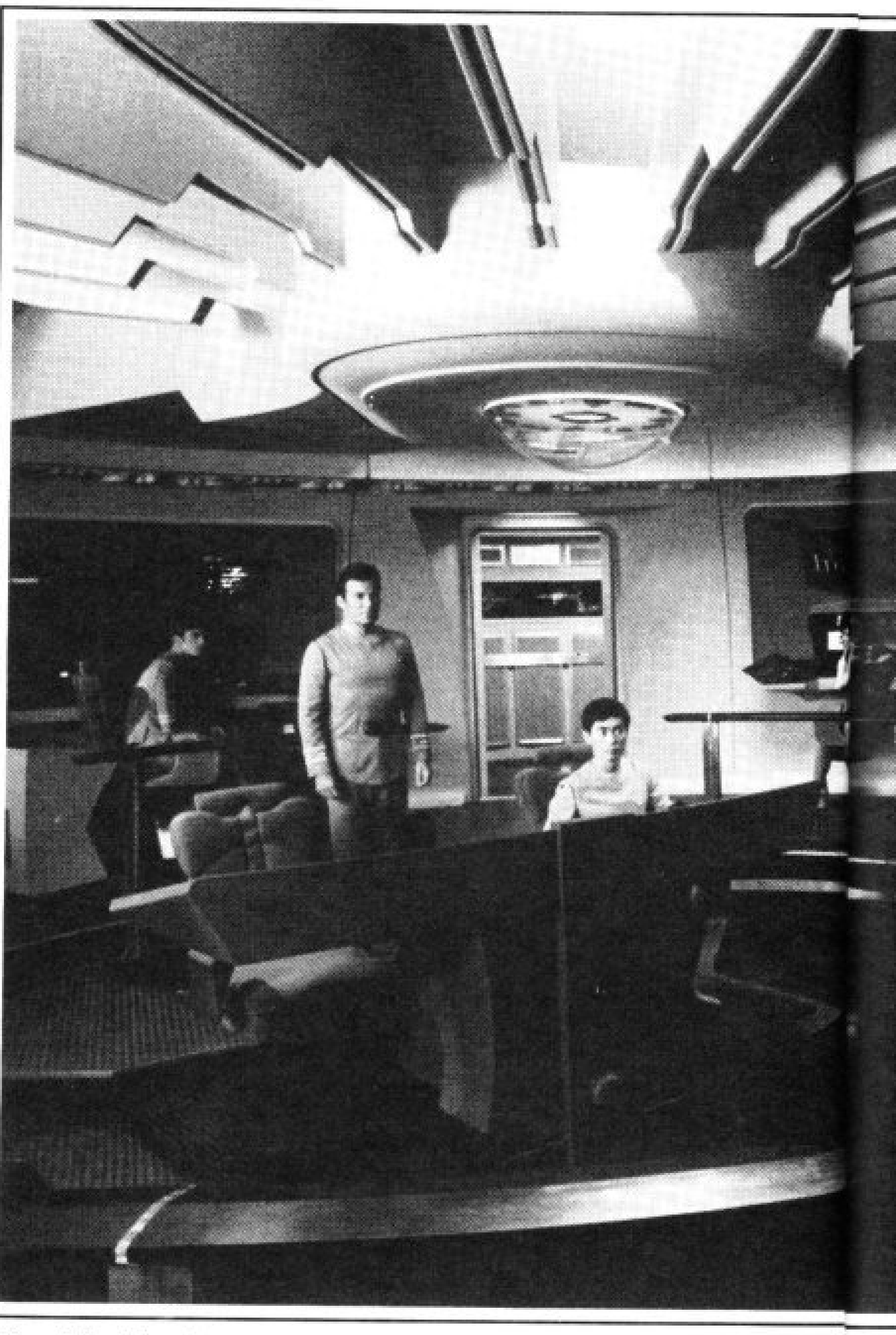
As detailed in the manual, the Cerenkov crystal at Xuram (56.29.46) should be the first object to be installed when you play as it reduces the drain on warp engines considerably. As a general rule, don't always go at full speed to each system but travel one warp below the maximum allowed. Don't stay on the star globe screen when travelling to new systems as the globe does not update if you watch it. Instead, check on the Enterprise or the state of the engines etc. You can switch to the system map screen even though you aren't in a system. You will know of your arrival as the map of the new system will automatically appear.

NAVIGATION

This is probably the hardest part to learn in the game. Once you have the co-ordinates of a system that you want to visit (e.g. Cerlun is at 19.25.61), you should understand what the three figures within the co-ordinates are. The first figure (19) is the X co-ordinate, which refers to the horizontal axis (left to right) in the starglobe. The second figure (25) is the Y co-ordinate which relates to the vertical axis (up and down) within the star globe. The last figure (61) is the Z co-ordinate, which measures how far in or out of the star globe the system is. (Remember this is a 3D navigational system).

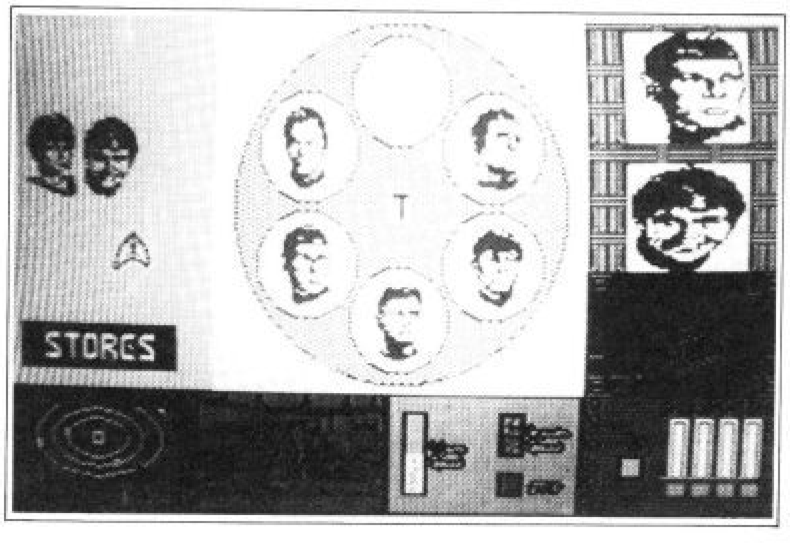
Before you start, stop the star globe whilst in the Q zone when Hazion is on the far middle right of it. This will ensure that the X co-ordinates reduce from the left of the globe across to the right.

If you have the co-ordinates of the system you wish to find, then you should first scan the Quarantine zone to see if the planet is in that zone. If not, then you should select the system whose co-ordinates are nearest to the ones you want and head there. Once there, you should simply look in the regional zone or the local zone. However, you might not always be able to

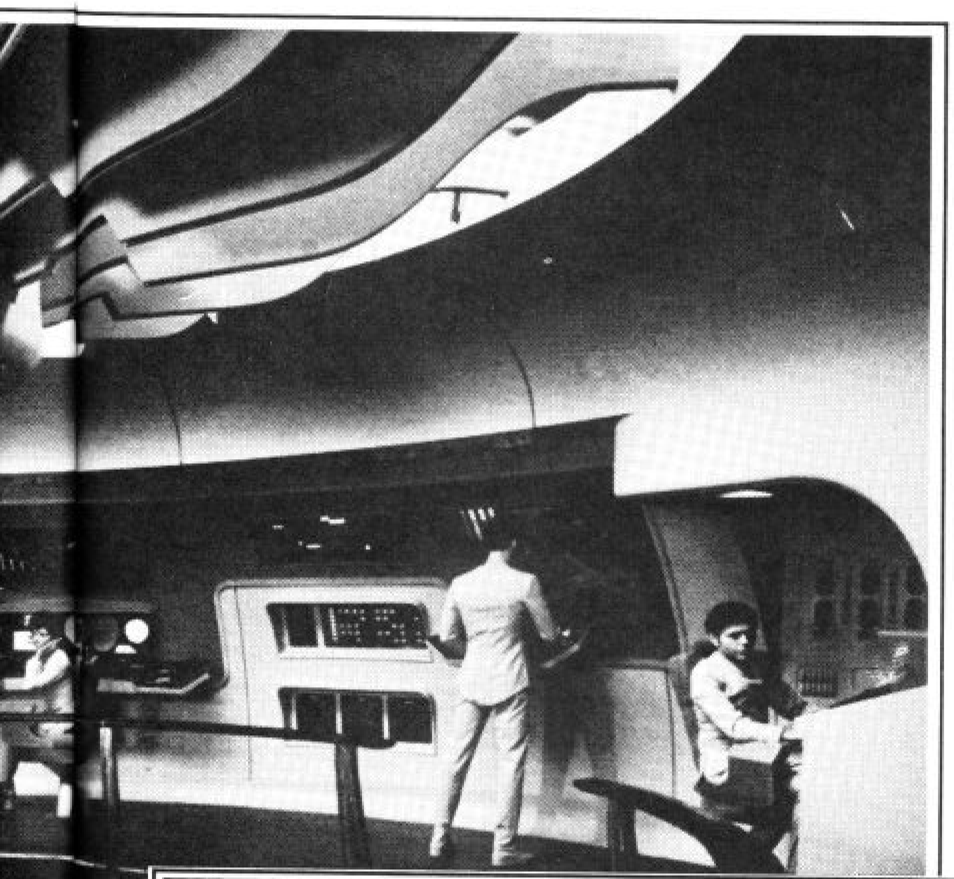


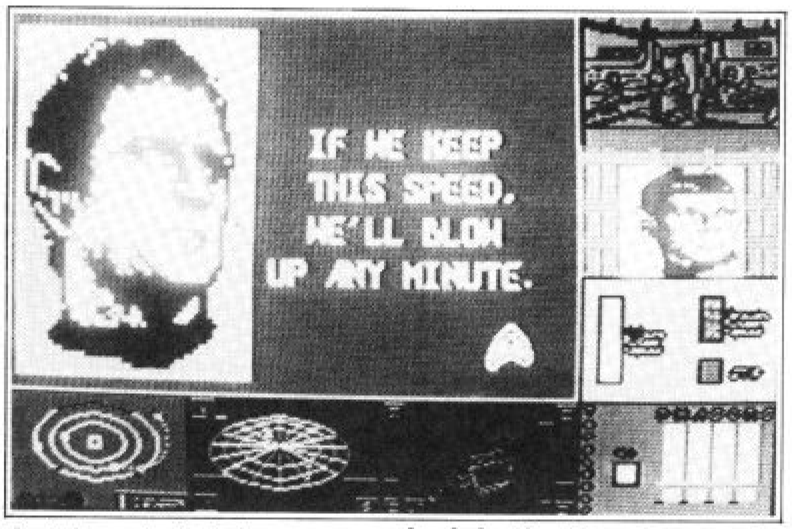
Aboard the Enterprise.

Dial-A-Trekkie?



PLAY TO WIN





Scotty's words of wisdom.

The voice of logic.



find a system in the Q zone which is close to the one you want. If not, then you should concentrate on the Y (or middle) co-ordinate that you are looking for, and head for a system that is near to or shares that value. (e.g. 25 for Cerlun). However, still be careful not to go to a system whose Z co-ordinate is very different from the one you want (e.g. going to 26.25.04 to find 19.25.61). You might find a system with the first two the same, but you'll still be light years away because of the Z co-ordinate! Once the Y co-ordinate matches, look in the R or L zone for the system. If you still don't find it, then concentrate next on the X co-ordinate. It doesn't matter too much if you deviate away from the Y co-ordinate again, as long as you don't stray too far away. Once you are close to matching both X and Y co-ordinates, look in the R or L zone and you should find the planet you're looking for.

WINNING STRATEGIES

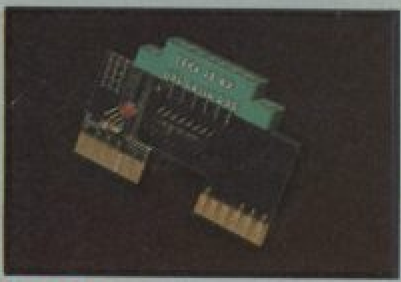
When you have a lot of information on other systems and the location of special objects, you should chose a strategy from the manual to complete. Always use the quickest route to a planet to save time, and make regular saves (you can only save eight games on one disc in the C64 version and you can't save a new game file (e.g. no. 1) over an old one).

GENERAL

When you beam down to a life-supporting planet for the first time, take only three crew members with you, in case they do something wrong on the planet which injures the entire party — they can be beamed back up and replaced by three more until they have recovered.

LIVE LONG AND PROSPER!

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- This is a total hardware solution - no programs to load - the results are stunning!

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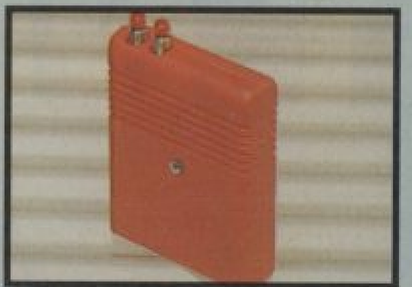


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TURBO ROM II IS A REPLACEMENT FOR THE ACTUAL KERNAL INSIDE YOUR 64. IT PROVIDES SUPERFAST LOAD/SAVE ROUTINES.

- Loads most programs at 5-6 times normal speed.
- Saves at 5-6 times normal speed as well.
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- Fitted in minutes - no soldering usuallly required. (On some 64's the old ROM may have to be desoldered).

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SMART CART

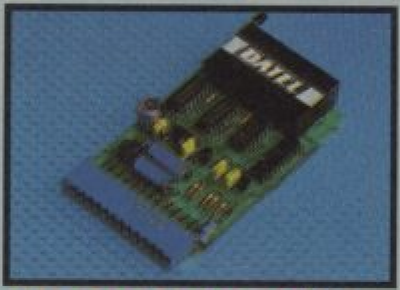
- 32K pseudo ROM.
- Lithium battery lasts up to 5 years.
- Simply load the program you require - then flick the switch. The cartridge can then be removed just like a ROM cartridge.
- Make your own cartridges including autostart types - without EPROM burner. 32K version = 4 x 8K pages.
- Some knowledge of M/C is helpful - but full instructions included.
- I/O 2 slot open for special programing techniques.

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- Disk type commands:- load, save, directory, scratch.
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- Fits into user port for maximum compatibility with cartridges/ Superom Board etc.
- Full feature system - all functions covered like device check/verify.
- We believe Eprommer 64 is the most comprehensive, most friendly & best value for money programer available for the 64/128.
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- Comes complete with instructions - plus the cartridge handbook.

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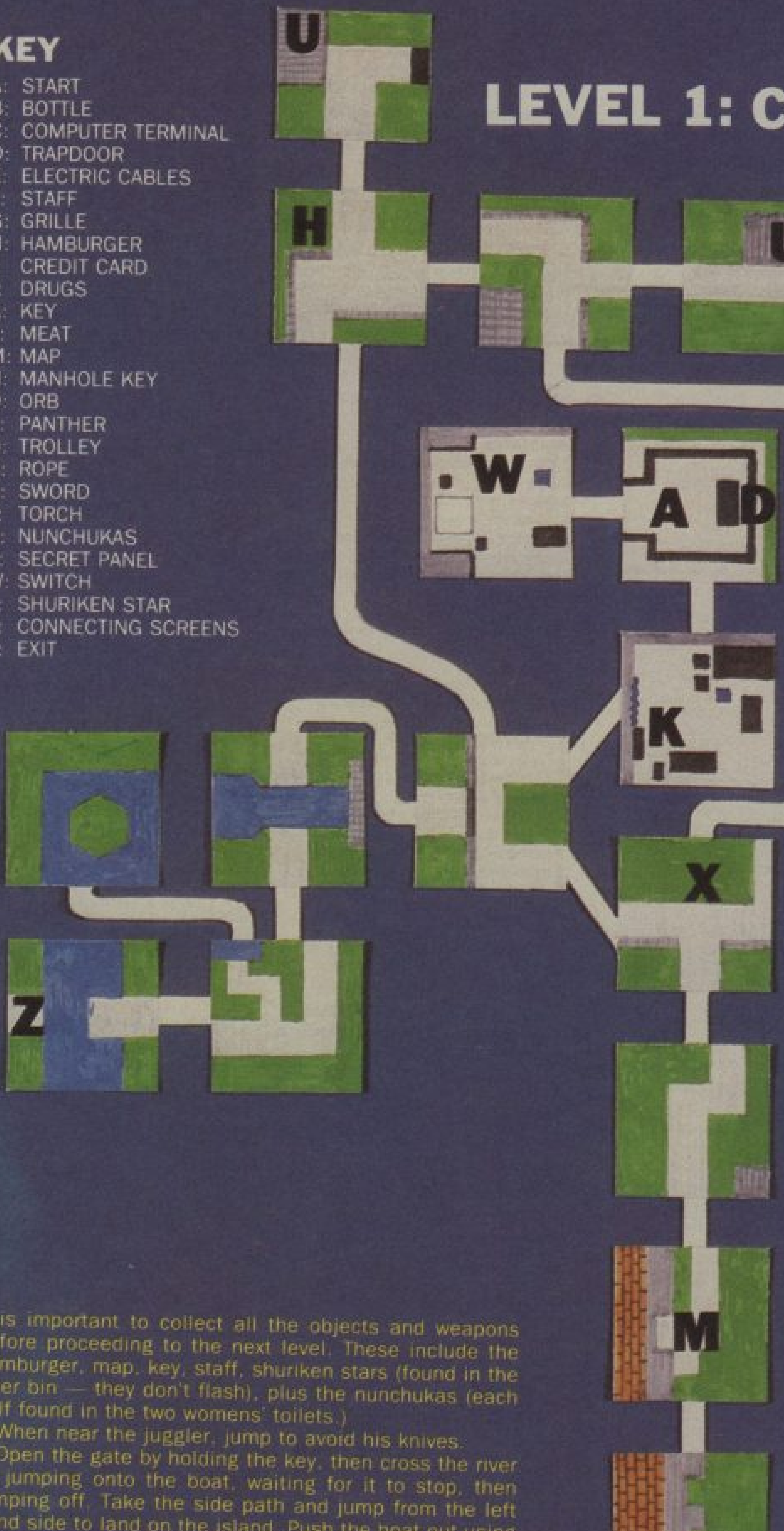
LAST NINJA 2

Ricky and Roger Wong from Northern Ireland completed Last Ninja II, and have decided to pass on some pretty comprehensive hints, plus the accompanying map.

KEY

A: START
B: BOTTLE
C: COMPUTER TERMINAL
D: TRAPDOOR
E: ELECTRIC CABLES
F: STAFF
G: GRILLE
H: HAMBURGER
I: CREDIT CARD
J: DRUGS
K: KEY
L: MEAT
M: MAP
N: MANHOLE KEY
O: ORB
P: PANTHER
Q: TROLLEY
R: ROPE
S: SWORD
T: TORCH
U: NUNCHUKAS
V: SECRET PANEL
W: SWITCH
X: SHURIKEN STAR
Y: CONNECTING SCREENS
Z: EXIT

LEVEL 1: CENTRAL PARK



You must collect the bottle (from the tramp) and manhole key (from workmens' hut) to progress. The hamburger and sword are also useful; to enter the shop at the end of the main street, you have to kick the doors in.

Wait for the pedestrian lights to turn green before crossing the road.

Head for the manhole cover in the pavement, open it using the key, and slip down to the third level.

It is important to collect all the objects and weapons before proceeding to the next level. These include the hamburger, map, key, staff, shuriken stars (found in the litter bin — they don't flash), plus the nunchukas (each half found in the two womens' toilets.)

When near the juggler, jump to avoid his knives.

Open the gate by holding the key, then cross the river by jumping onto the boat, waiting for it to stop, then jumping off. Take the side path and jump from the left hand side to land on the island. Push the boat out using the staff, jump back onto the path and go round the corner to the left. The boat should now appear and can be used to jump across the river (jump off before it stops) and exit to the second level.

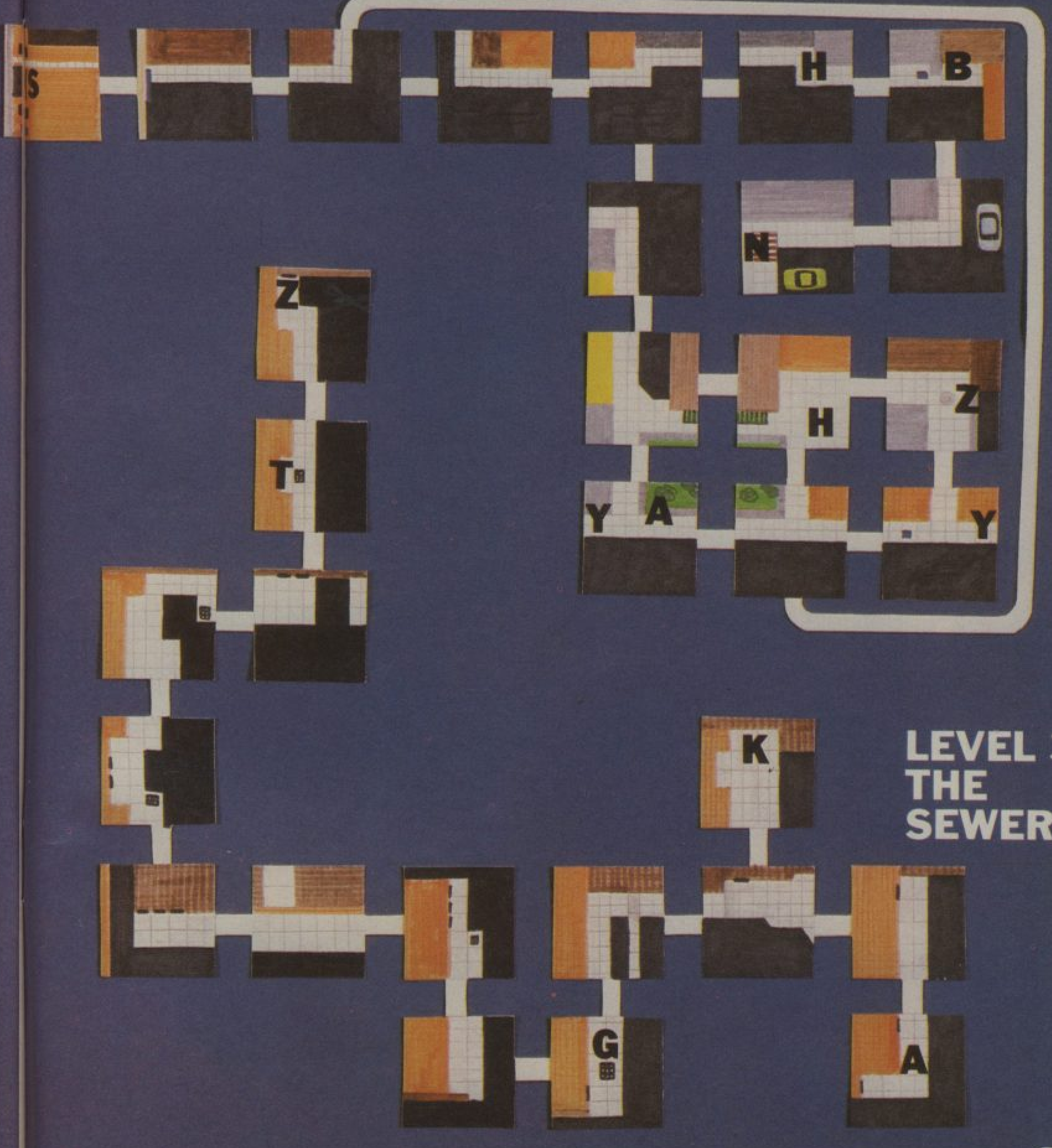
First, collect the grille key. Open the grille on the fifth screen to climb down onto the lower level.

Take the middle door of the first three, the left-hand door of the second three, ignore the next two, then go through the left-hand door of the final pair.

To defeat the croc, light the bottle with the torch on the wall, and lob it at the beastie's head. Exit to the third level.

PLAY TO WIN

LEVEL 2: THE STREET

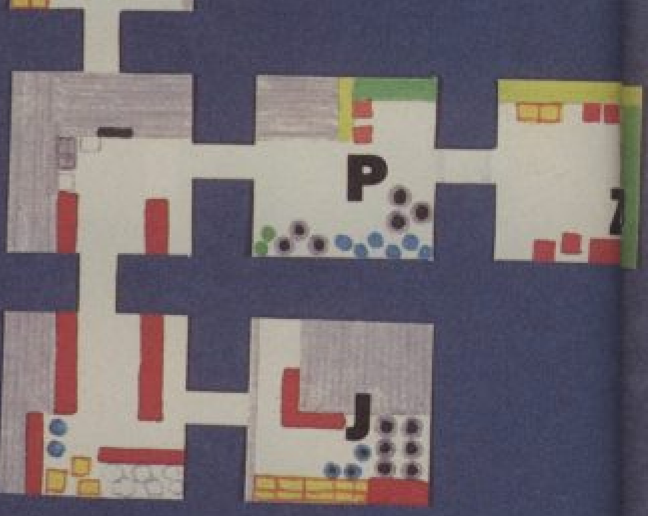


LEVEL 3: THE SEWERS

LAST NINJA 2

LEVEL 4: THE BASEMENT



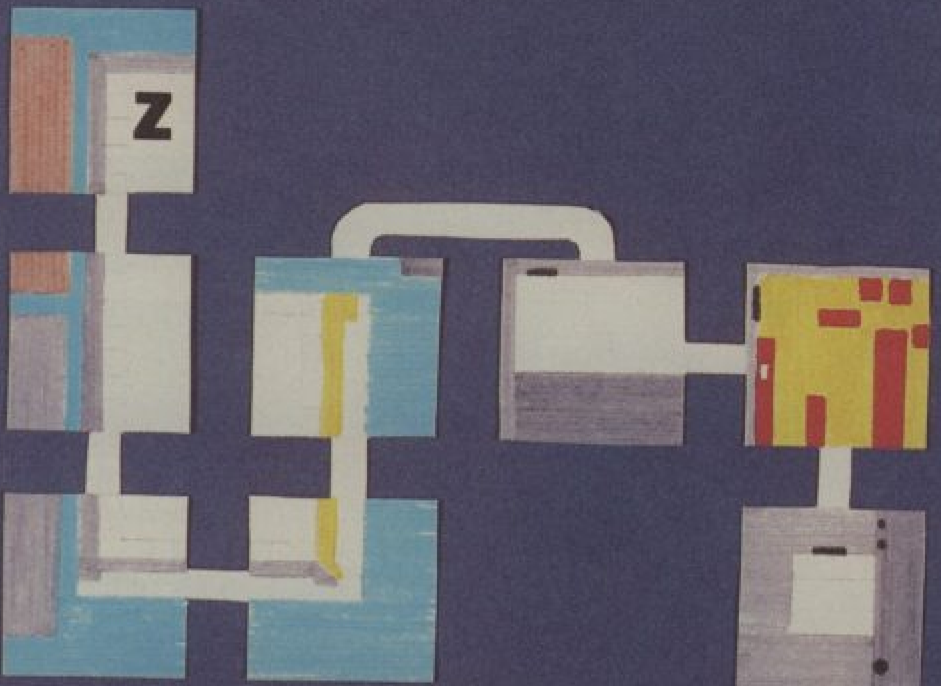


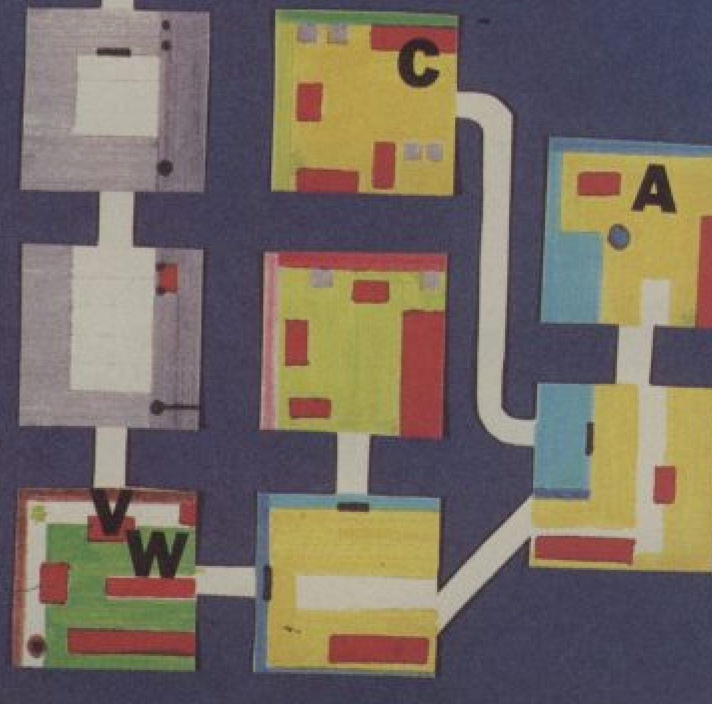
Climb up onto the catwalk, go back a screen and collect the credit card. Follow the catwalk to the end and enter the room. Having defeated the guardian, you can then take the meat from the dog bowl.

Avoid all the electicity cables and trolley tracks on the floor.

Once in the lab, walk to the left and around the corner to dip the meat in the box of suspicious-looking white powder against the wall. Go back round the corner, and feed the meat to the panther. While the panther is tripping out, sneak past and exit the level using the lift at the end — the credit card is used here to open the doors.

LEVEL 5: THE OFFICE BLOCK





Enter the first room on your left, access the computer terminal and write down the four-digit code — you'll need it later on.

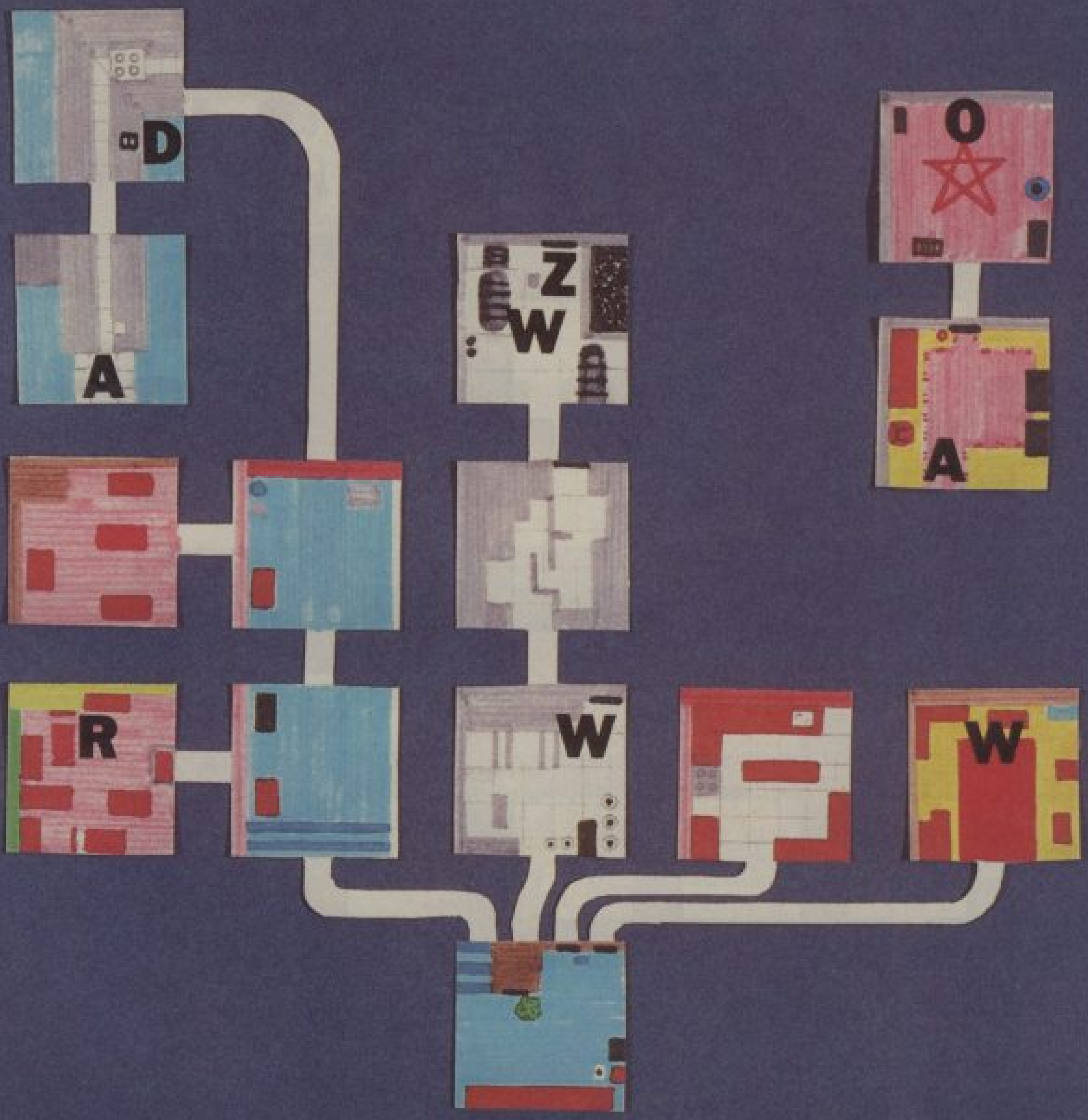
Carry on to the end of the blue corridor and take the door on the left. To continue, you must lift the pen on the right-hand desk to open a secret panel.

On reaching the large fan, approach it tight against the wall. This should give you enough room to compensate for being blown towards the edge of the walkway. Don't try and jump it.

Go through the grating rather than climb the ladder. Make your way along the building ledge, and then jump onto the helicopter ladder, which takes you to level six.

PLAY TO WIN

LEVEL 6: THE MANSION



LEVEL 7: THE FINAL BATTLE

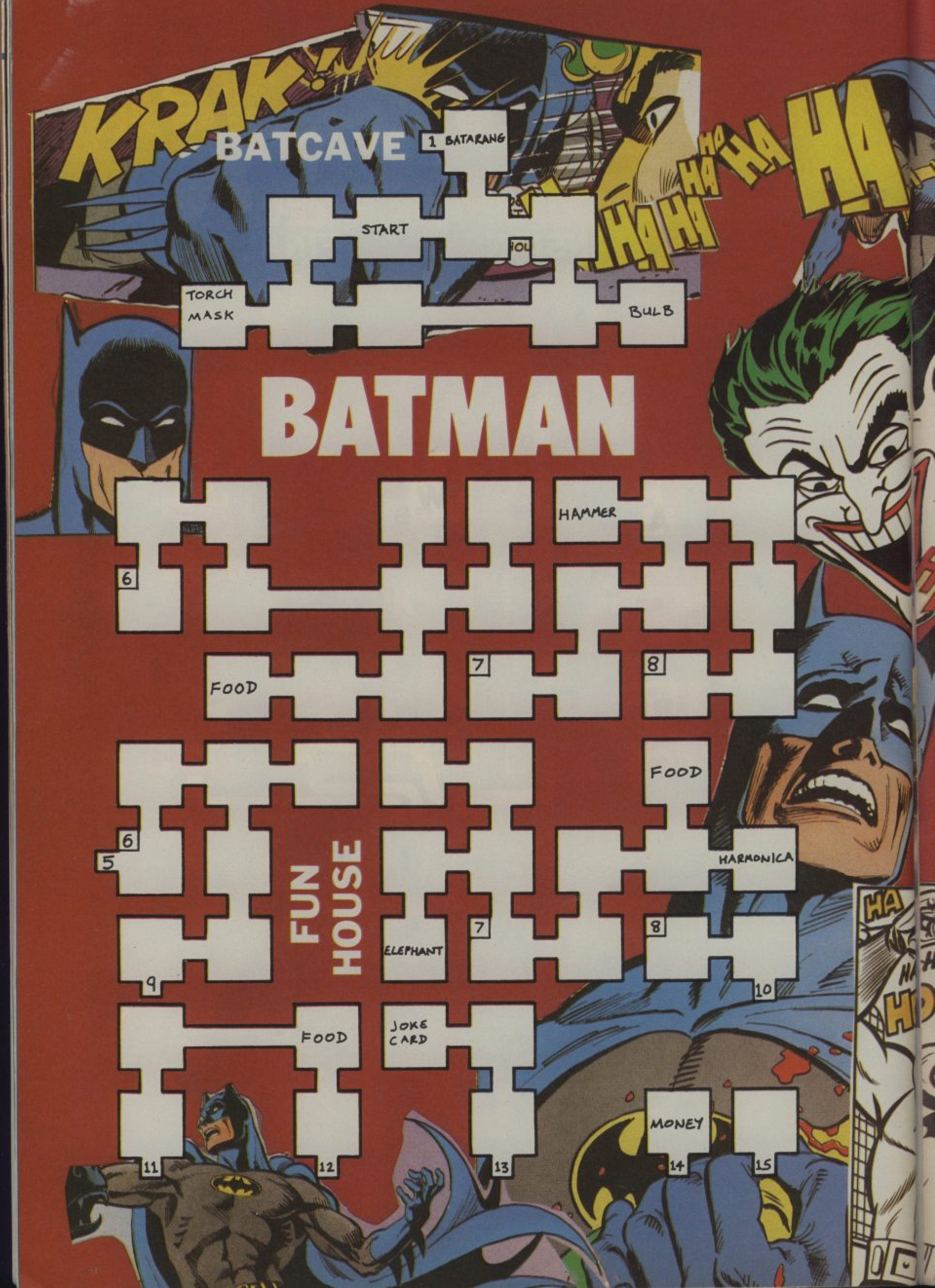
Drop onto the first turret the helicopter passes, then move onto the right-hand one, and finally to the single block on the roof. Make your way slowly to the skylight and drop down.

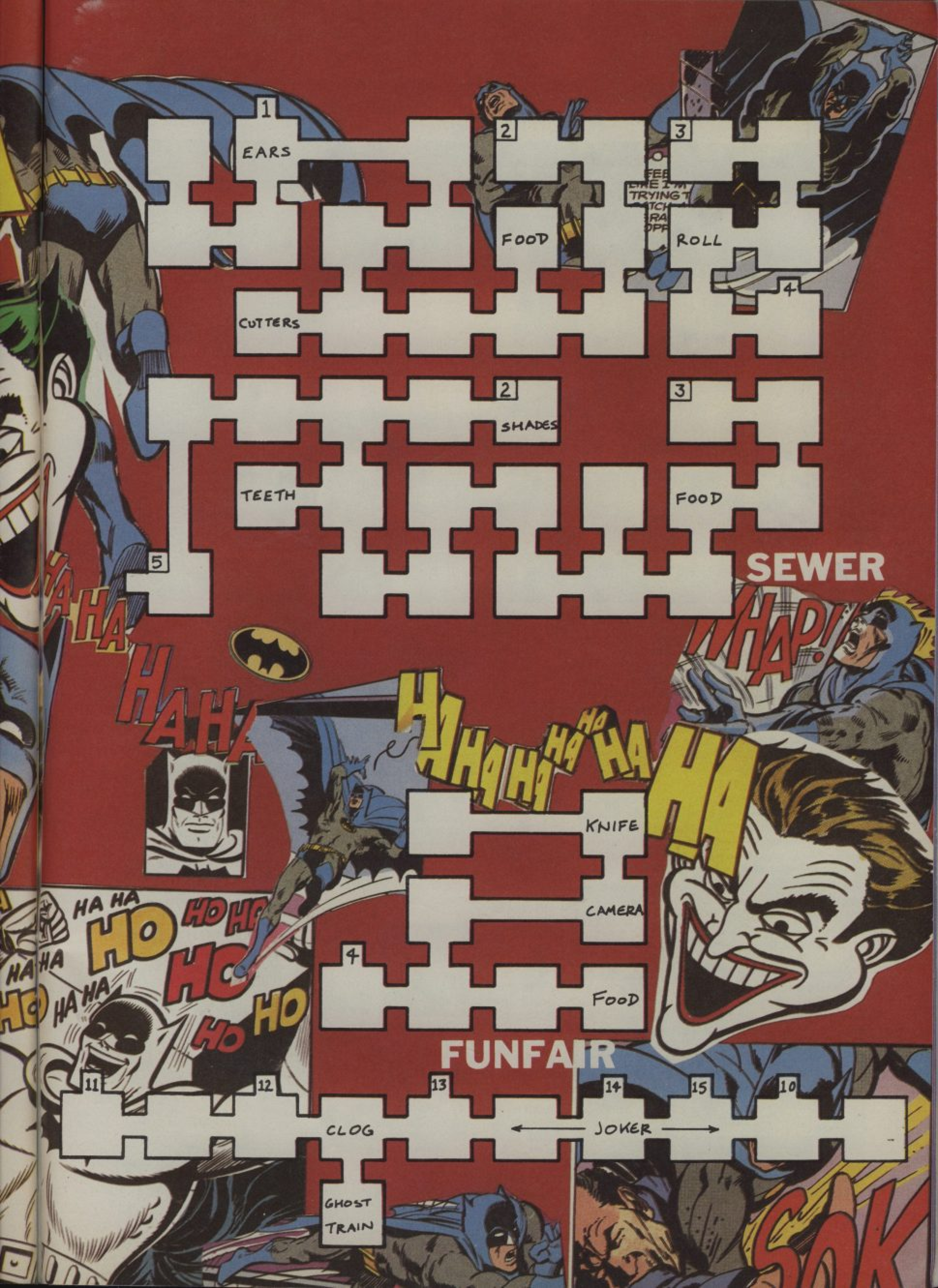
Collect the bell-pull (rope) by the bed in the second room, then go back through the first door (if you go down the stairs, an alarm sounds, alerting the guards.) Enter the dumb waiter at the rear of the room and climb down to the kitchen on the lower floor.

Move into the hallway, and then take the doorway hidden behind the large potted plant to go into the cellar.

Turn on the lights using the panel by the doorway, and then move through the maze into the boiler room. Activate the second switch on the boiler to redirect the steam, allowing you to pass through the doorway into the last level.

Open the safe using the four-digit code, and take the orb out to reveal Kunitoki. To defeat him, you must light all the candles before he awakens. This done, you must replace the orb in the safe to complete the game.

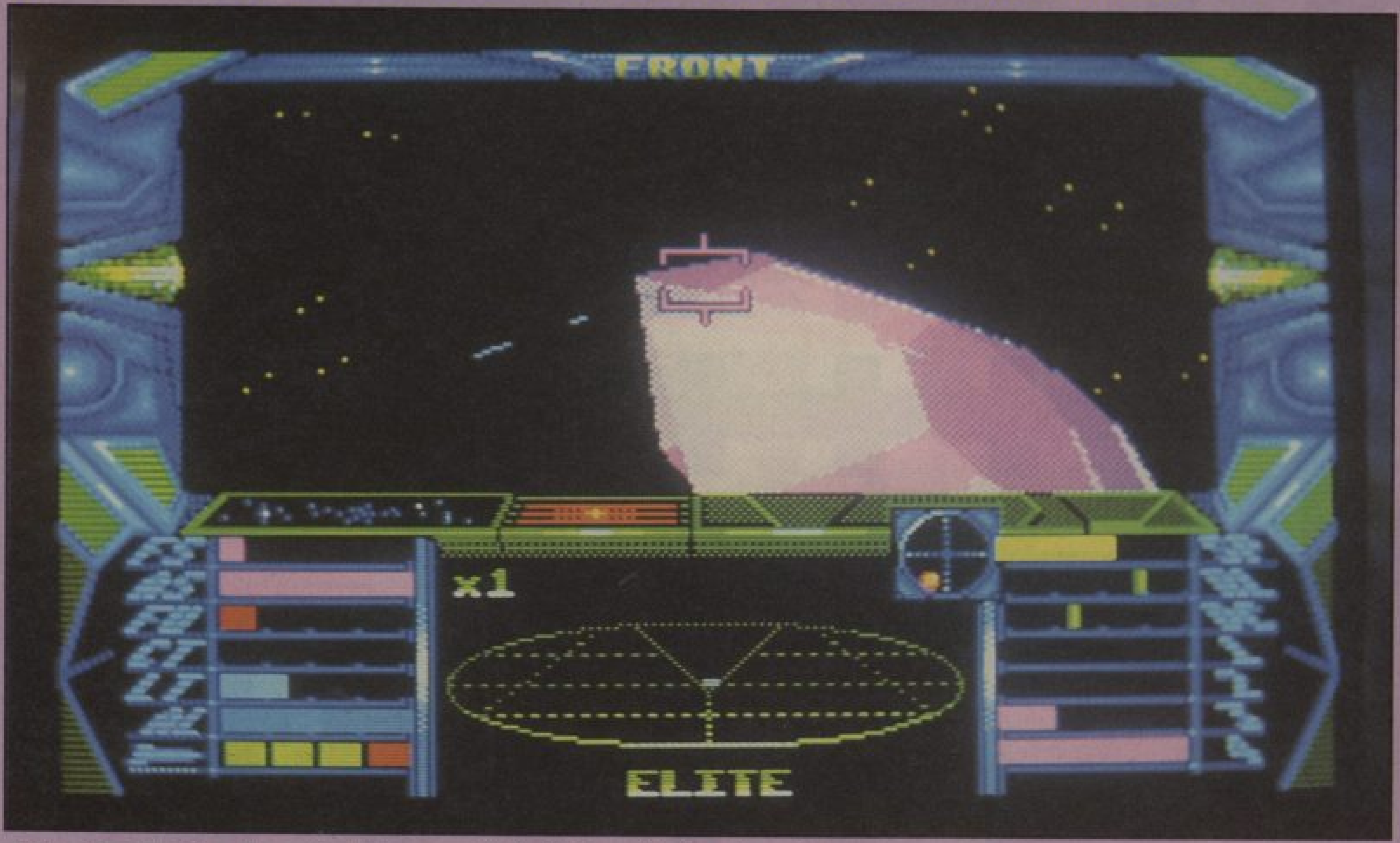

KRAK!
BATCAVE
1 BATARANG
START
TORCH
MASK
BULB
HA HA HA HA HA
BATMAN
HAMMER
6
FOOD
7
8
FOOD
6
5
HARMONICA
FUN HOUSE
ELEPHANT
7
8
9
10
FOOD
JOKE CARD
MONEY
11
12
13
14
15



1
EARS
2
FOOD
3
ROLL
CUTTERS
4
2
SHADES
3
TEETH
FOOD
5
SEWER
KNIFE
CAMERA
4
FOOD
FUNFAIR
11
12
13
14
15
10
CLOG
← JOKER →
GHOST TRAIN
HA HA
HO
HO HO
HA HA
HA HA
HO
HO
HO
WHAP!
SOK

ELITE

Amiga owners just starting off on the long dark road to Elitism, might run into one or two problems. Steve Jarratt acts as an intergalactic vocational guidance councellor . . .



A Thargoid mothership – the nastiest thing you couldn't wish to meet in the solar system.

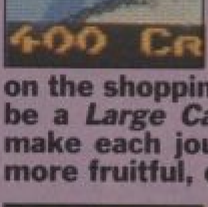
MONEY

The main objective at the start of you new career is to get on with the job of equipping your Cobra Mk III and obtaining, in Elite parlance, an *Iron Ass* (and, presumably, rust-stained underpants.) This takes money, and the quickest way of earning some cash is to settle into a trade routine between Leesti and Diso. Take furs from Lave to Leesti, and then simply shuttle back and forth between Leesti and Diso taking either food or furs, since these commodities are the most cost effective.

Alternatively, the more adventurous can plunge on into unknown territory, but don't bother visiting any of the more dangerous



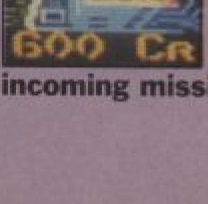
planets since you're bound to get attacked, and with only a crappy pulse laser at your disposal, you tend not to last very long.



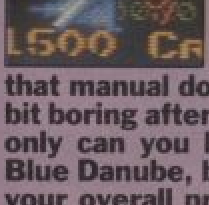
Once the old bank balance is looking a bit healthier, the first thing on the shopping list should be a *Large Cargo Bay*, to make each journey all the more fruitful, cash-wise.



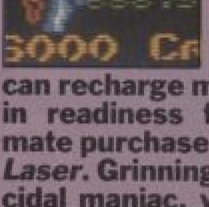
Then, you should go for a *Beam Laser*. This makes fending off the occasional pirate attack that bit easier — but don't get cocky and visit an Anarchy planet, or you'll find yourself floating home (now where have I heard that before . . .)



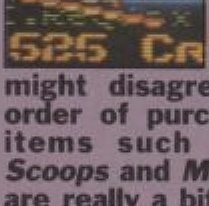
Next on the shopping list is an *ECM System*. No more worries about incoming missiles that you can't get a bead on, using electronic counter measures enables you to destroy any missiles in the immediate future.



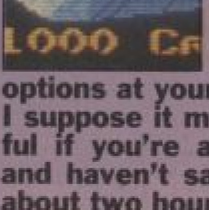
A Docking Computer is probably the next most useful item, since all that manual docking gets a bit boring after a while. Not only can you listen to the Blue Danube, but it speeds your overall progress up a bit as well.



It's best to buy the Extra Energy unit now, so your shields and weaponry can recharge more quickly, in readiness for the ultimate purchase — a *Military Laser*. Grinning like a homicidal maniac, you can now head for the nearest Anarchy planet safe in the knowledge that all but the most vicious pirate attacks are going to get a good hiding! Also, some of the secret missions cannot be accepted until you are the proud possessor of this army surplus hardware.



These are the more vital requirements, although some might disagree with the order of purchase. Other items such as *Energy Scoops* and *Mining Lasers* are really a bit of a luxury — and who's got time to spend picking up the odd cargo container or blowing up rocks? (You can always get these a bit later on, to add some variety to the proceedings.)



The Escape Pod is pretty useless, since you have both RAM and Disk save options at your disposal — I suppose it might be useful if you're about to die and haven't saved out for about two hours. . .

COMBAT

Whenever a group of pirate ships appear, slow down but maintain about a quar-

PLAY TO WIN

ter of your forward speed. This makes the ship slightly more manoeuvrable, and prevents you from being a sitting duck — or Cobra.

Don't sit around admiring the scenery and waiting for the attack: try to pick off as many pirates as possible before they get too close. You can normally get one or two while they're merely still dots in the distance.

If you already have a forward-firing Military Laser, and there's a few thousand credits burning a hole in your flexible friend (fnar, fnar) you could do as well to add some hardware to the left, right and rear view screens as well.

The real trouble with combat in space is that most of the pirate ships are a little bit more manoeuvrable than your pile of old Cobras. As they go whizzing across your viewscreen, turning to keep them in your sights is the worst thing you can do: they simply disappear offscreen and then you have to spend precious seconds turning in the other direction trying to find them again. It's more effective if you can switch to the corresponding viewing screen and carry on blasting from there.

Shooting from the side screens is tricky because of the strange way the view reacts to the joystick movements, so at first it's probably better to swap between front and rear views, toggling the 'reverse joystick' option each time. It takes a while to become proficient, but saves you staring into space whilst getting your Iron Ass blown off.

Missiles should only be used when there are five or six ships attacking at the same time. Try to target the closest ones, and if they have an ECM system, don't bother firing any more. Only use the Energy Bomb as a last resort — and remember, it doesn't work on Thargoids, so don't waste it.

PROMOTION

A quick way of bumping up your ratings is as follows: buy a Galactic Hyperdrive, then fly to a space station — any one will do. Park yourself directly in front of the entrance some distance away, and then shoot the station. After a while, Police craft are launched — straight into your laser beams and are blown to bits. You can now sit here for as long as you like, increasing your 'kills' accordingly.

When you have a) killed enough Police; b) got bored; c) accidentally let a few Vipers past and are getting the stuffing knocked out of you; then it's time to 'Control H' the hell out of there. Fortunately, your criminal record is also wiped clean in the process. If only all things in life were so easy.

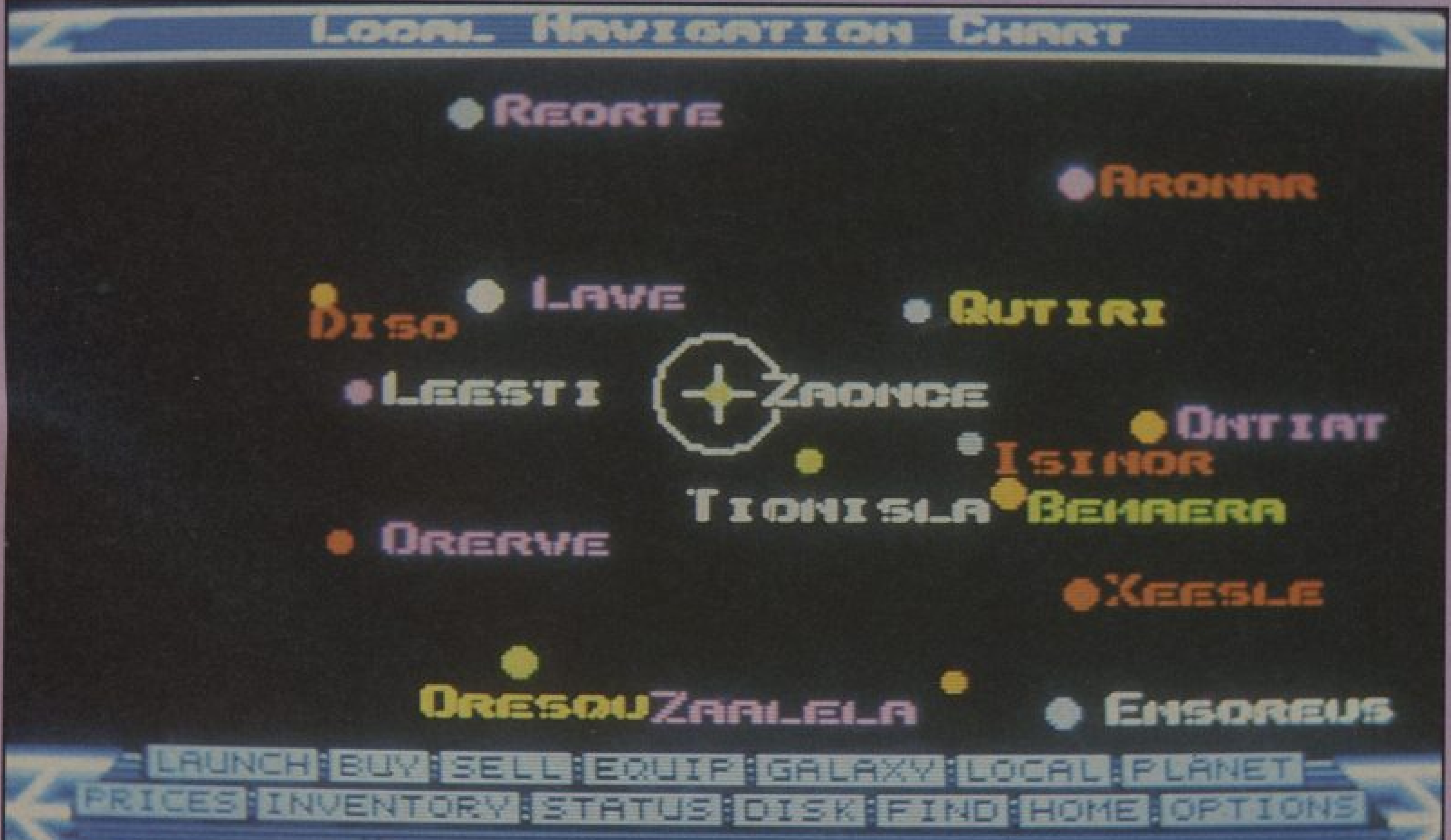
GENERAL

Whenever you decide to head for a new Galaxy, take a full supply of everything: the hyperspace jump is particularly adept at dropping you straight into the middle of a local pirates meeting, or a Thargoid bring 'n' buy sale.

If you are attacked by Thargoids, you can make the most of the situation by collecting baby Thargoid ships using your fuel scoop. On docking at the next station, you'll find that you have some illegal alien items to trade — and you've probably got a criminal record too.

Smuggling contraband can be extremely profitable — especially around Anarchy planets — but it's best to dabble occasionally. If you do it too often, you'll find that the bottom falls out of the market.

If some Intergalactic spiv asks you to smuggle some special cargo — however persistent he might be — DON'T DO IT! It's more than likely to be Trumbles.



ARCA

GHOULS 'N

CAPCOM
3 x 10p

Well, nobody can accuse Capcom of rushing in to capitalise on the early success of *Ghosts 'n' Goblins*. It's been a good three years since the original run, jump and fight classic, and only now has *Ghouls 'n' Ghosts* been released.

But then again, *Ghouls 'n' Ghosts* is really so much of a leap forward from its relatively humble predecessor that it could nearly be a different game.

The scenario once again has you trying to battle through an extraordinary array of supernatural nasties to save a damsel in distress; but the scenery through which our intrepid hero makes his way has been so dramatically enhanced that he could hardly be blamed if his mission completely slipped his mind in his admiration for the wonders about him. Happily for us — and unfortunately for him — these landscapes are crammed with unpleasant beings (used-to-beings?) of every shape and form.

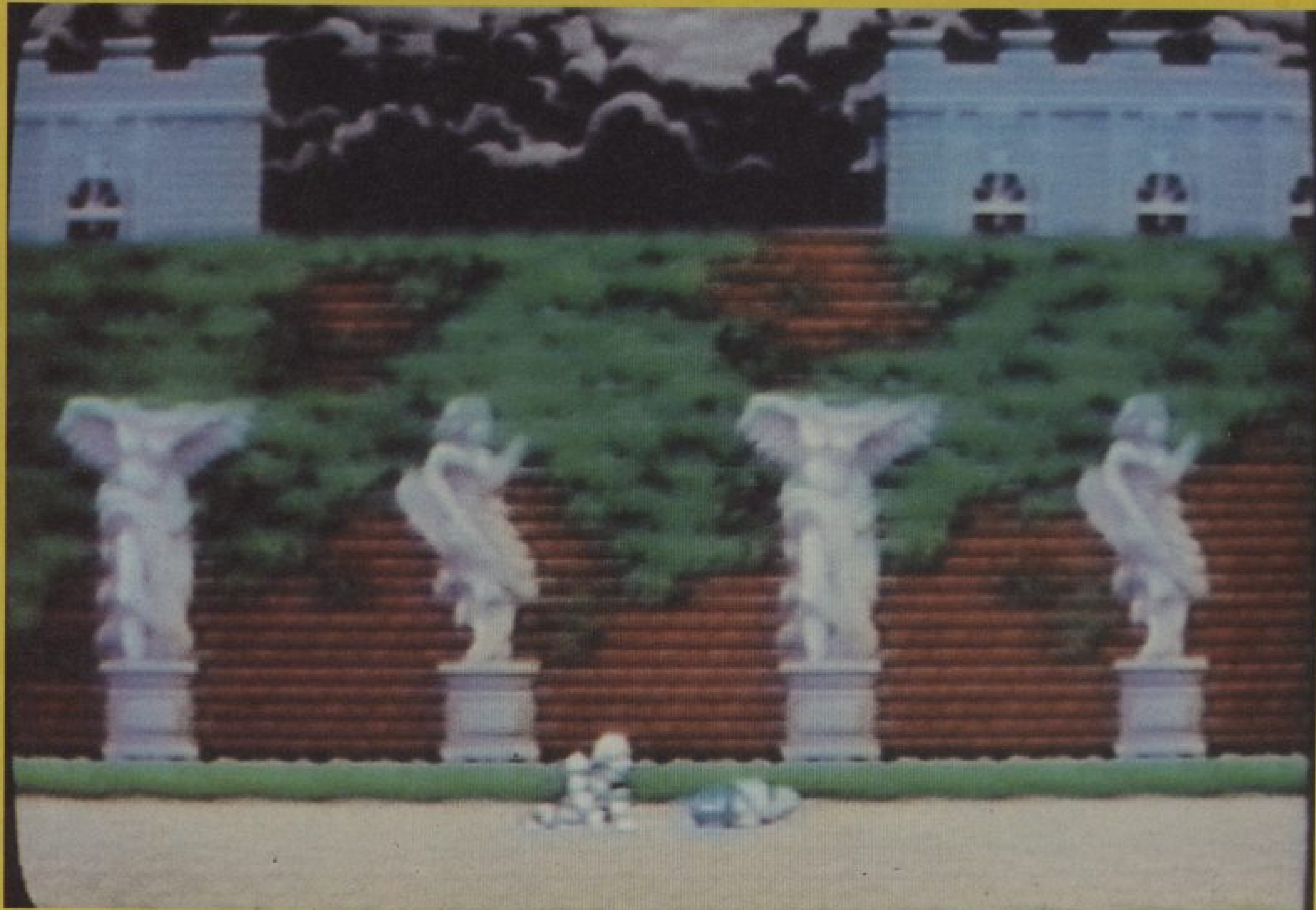
Our man starts out, as before, in a dark churchyard, stoutly clad and dispatching spears at everything that moves. The undead raise themselves from the ground and come for you, so you've got to be fairly nippy in your gravestone-vaulting and lance-throwing.

The meanies are all over the place, sabre-bearing buzzards hop down slopes, man-eating plants spring up from the earth, skeletons and vampires jump out from behind gravestones and turtles trundle relentlessly towards you.

As you move through the levels, you have to vault tombstones, climb up ladders, jump very accurately from foothold to precarious foothold in order to avoid death in its many and varied forms. The backgrounds change from gloomy graveyard to dank forest (rain and wind blowing



Stripped to the undies.



To the manor born.

ADES

N' GHOSTS

Assuming you have managed to acquire armour, you'll be able to withstand two blows before you crumble into a pile of bones (the first hit strips you down to your smalls, which is really quite funny). But any contact with a foe at all counts as a hit, and believe me, with the large number of nasties that come at you from all angles, you'll be pumping in those extra coins and pressing "continue" quite a lot, unless you're a very superior gamer indeed.

Ghouls 'n' Ghosts takes the humble charm of its predecessor, spices up the gameplay considerably, upgrades the graphics tremendously, throws in new touches, terrors and tests at every turn and generally turns a pleasantly dated romp into a brilliant, visually stunning and extremely entertaining coin-op, as good as and better than almost anything you're likely to climb into or onto in your local arcade this year.

A hit, gadzooks!

Nick Kelly

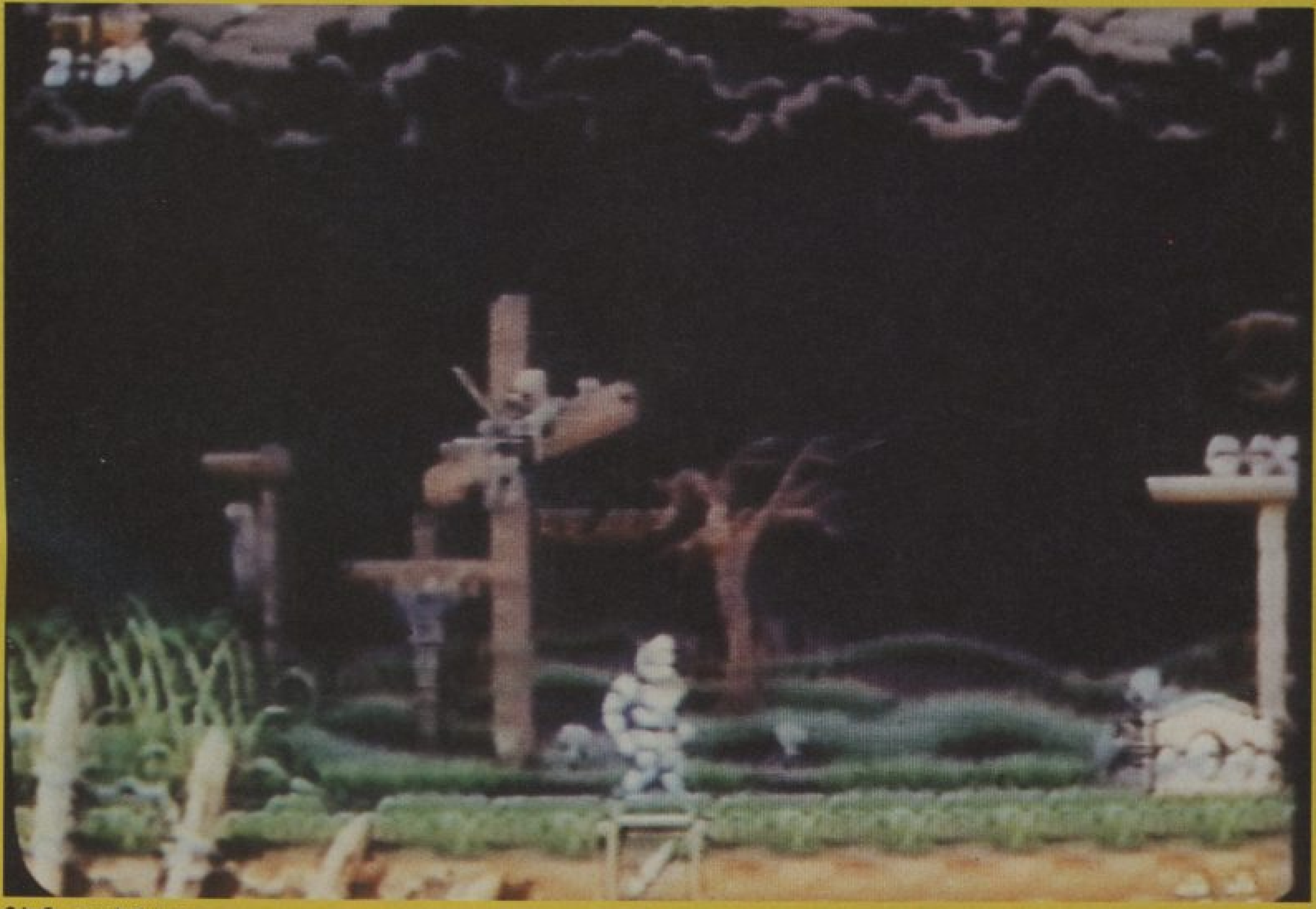


Rumble in the graveyard.

straight in your face and slowing you down) to fiery underground caverns. Bridges crumble, granite conveyor belts have to be jumped on and off at precisely the correct time, and you even get to fight your way upwards on a beastie beset rock elevator. The minds who thought this up must have a hard job getting to sleep.

There are treasure chests scattered about the place which, if they're crushed by the noble knight will give him a suit of armour, extra and more powerful weapons and the like — however sometimes they're just coffins in disguise and a ghoul hops out instead of a treat.

GRAPHICS:	9
SOUND:	7
TOUGHNESS:	9
ENDURANCE:	9
CONVERTABILITY:	9
OVERALL:	9



G 'n G – spooky but nice.

Thanks to Electrocoin for allowing us to take pictures.

TOP LANDING

TAITO
3 x 10p

Top Landing is Taito's second forray into commercial aircraft simulators, and works considerably better than its vector graphic drawn predecessor of 1987, *Midnight Landing.*

You start out with a quick trial take-off and landing at Taito Airport, which should be a doddle. First you guide your aircraft out on to the runway, align it, then take off. This is all guided by onscreen commands as well as the rather muffled control tower's audio instructions. Basically the idea is, as in real life, to bog down the runway picking up speed, and when you're going sufficiently quickly, to lift the nose and soar off into the great blue yonder. You score points for the smoothness of your take-off; if you're nearly faultless, you might score a K.L.M. pilot standard of 60 or more, but if you're more at the level of a Yemenite Air Corps trainee, well perhaps you'll only cop a measly 18. But unless you're really a little bit hopeless you should get off the ground O.K.



The pilot's lot is not a happy one . . .

Happily, *Top Landing* skips the next three hours of eating plastic food, watching crap films and listening to the Mike Read pop selection on your inflight entertainment system and moves you straight along to the most tricky manoeuvre a pilot has to undertake routinely — landing.

And, of course, it's no joke. Basically, just like the real thing, the theory is straightforward enough; decrease power gradually and keep the nose up, making sure not to decrease power *too* much and making the necessary minor adjustments to keep yourself on course. However, in practice the minor adjustments are absolutely key, and, particularly for the hard of hearing, incredibly difficult to get exactly right. The hard of hearing? Yup, that's right — *Top Landing*'s major drawback is that the sound — consisting of radio-ed instructions from the control tower — is nigh impossible to make out in your average arcade, expecially if the cabinet next door just happens to be *Operation Wolf.* And without the air traffic controller telling you to bear left or decrease power or whatever, getting this bird down in one piece is likely to end in a major disaster.

Taito Airport isn't too bad — you just aim roughly at the landing lights, obey the cardinal rules and Bob should, with a bit of luck, be your uncle.

Once you try to land in Rio De Janero, Toyko and San Francisco, each with its own climatic peculiarities affecting the performance of your craft, your work is going to be cut out for you.

The varying conditions are cleverly recreated, the graphics suitably representative of the various city airports you're heading for and the technical realism of the whole game is without doubt, without some form of intelligible instruction from the control tower — even onscreen messages would be better than partially audible mumbling — *Top Landing* is reduced to a hit and miss arcade game, rather than a realistic simulator.

No doubt pilots do have to accept their instructions from crackly, scratchy radio. But I sure as hell hope I'm never on a plane where the pilot shares his cockpit with a wall of shoot 'em ups.

Nick Kelly

GRAPHICS:	8
SOUND:	2
TOUGHNESS:	7
ENDURANCE:	6
CONVERTABILITY:	8
OVERALL:	6

Coming in on a wing and a prayer.







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AMIGA - 64

SHADOW WARRIORS



Attack of the lager louts.

S *Shadow Warriors,* for one or two players, really is the next generation for *Double Dragon* fans. The plot's standard; fight through packs of increasingly tough warriors, hit 'em several times to floor 'em, floor 'em several times to finish 'em off. The controls, however, are anything but average.

You've got a joystick and three buttons each. One button produces punches, standard kicks and roundhouse kicks depending on the angle of the joystick. A second button allows you to jump straight upwards — and if there happens to be a bar or scaffolding above you it allows you to hang on to it. The third sends you vaulting through the air as gracefully as a gymnast, high over boxes, fire hydrants and the heads of the opposition. The joystick controls have a special feature too; run at a vertical object and instead of simply stopping in your tracks at the point of contact, you run about five feet vertically up said object, then execute a brilliant backwards flip!

The scenery is 3-D cityscape, nicely drawn streets with plenty of balconies and walkways to jump up onto. There are also plenty of ninjas of all kinds thronging these mean streets, and, as the game goes on your assailants get bigger and tougher, with clubs, logs, chains and motorbikes. The streets are also full of objects with which the players can interact; glass windows, neon signs and telephone booths which disintegrate if you, or one of the opposition, are thrown into them, and various high bars and scaffolds which you can jump up to, hang from and swing your legs at the opposition from.

Shadow Warriors' special jumping, vaulting and momentum features aren't just there for decoration either; leaping over the foe's head and catching him from behind is an essential part of the tactics as the action hots up.

Every so often a smashed-up object will yield a stamina icon which should be gobbled up.

In fact the game is best played in two-player mode, allowing you to team up against your aggressors. The log-wielding giants and end of level nasties (huge sumo wrestlers, pyramids of three steel-masked and -gloved warriors, etc.) need combined, skilful action to defeat.

There is also plenty of variety in the backgrounds. Perhaps most originally, fairly early on in the game, having just defeated an array of toughies you come to a four-lane motorway; there aren't any warriors to defeat here, all you have to do is make your way across without getting squashed by the speeding traffic — not an easy task at all actually, and only accomplishable by careful use of overhead signs.

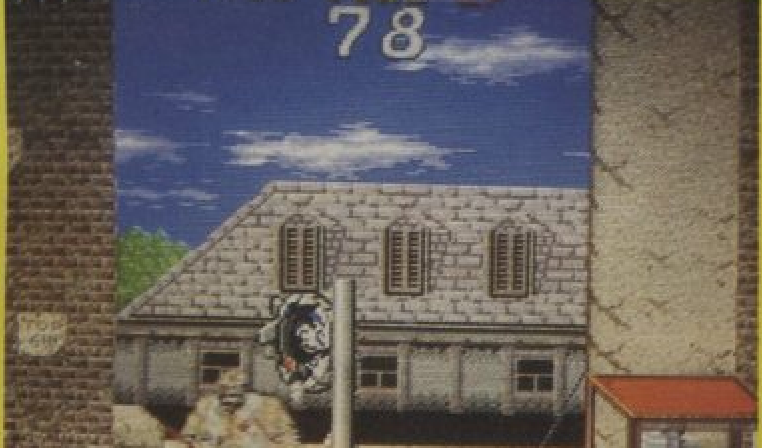
Shadow Warriors' only real failing are the slightly washed-out graphics which could perhaps be sharpened up. But with this kind of running, jumping and beating action, I'm not really complaining. Despite the totally gory "continue" screen which depicts a sawmill blade descending on a frantically struggling ninja as the seconds count down, I'd be surprised if you didn't keep pumping in those tens.

Nick Kelly

TECMO
3 x 10p

GRAPHICS:	7
SOUND:	7
TOUGHNESS:	8
ENDURANCE:	9
CONVERTABILITY:	7
OVERALL:	8

One down, two to go.



Don't join these clubs.



CU

So what's so special about February? Is it because it's not a leap year? No. Is it special because the Ed's birthday is in February. Only a little. In fact February is special because CU is getting a new cover style. Look out for the two big letters on the top left in the future and you won't be disappointed.

The February issue of CU is also special because there's an extra on the magazine for you all. In fact there's two different versions of the magazine. VERSION 1: 64 owners can settle back and enjoy a brilliant game from Special FX called *Hyperactive*. You'll also find a demo of the much fancied new System 3 game *Dominator* on there as well. The issue costs £1.20 as usual, but make sure you pick up the one with a cassette on it if you only own a 64.



FEBRUARY IS SPECIAL!

VERSION 2: is for Amiga owners only. You get the same magazine but this copy costs £2.50. If that sounds steep just wait till you see what's on it. Taped to a flap is a disk of *Sidewinder*, not a demo, not a level, but the complete game! There's also a demo of one of the Sales Curve's coin-op conversions, *Silkworm*. That makes this issue a total bargain. No other mag can offer Amiga owners quality like this! But take note version two is ONLY on sale in WH Smiths and Menzies.



Don't Miss Out

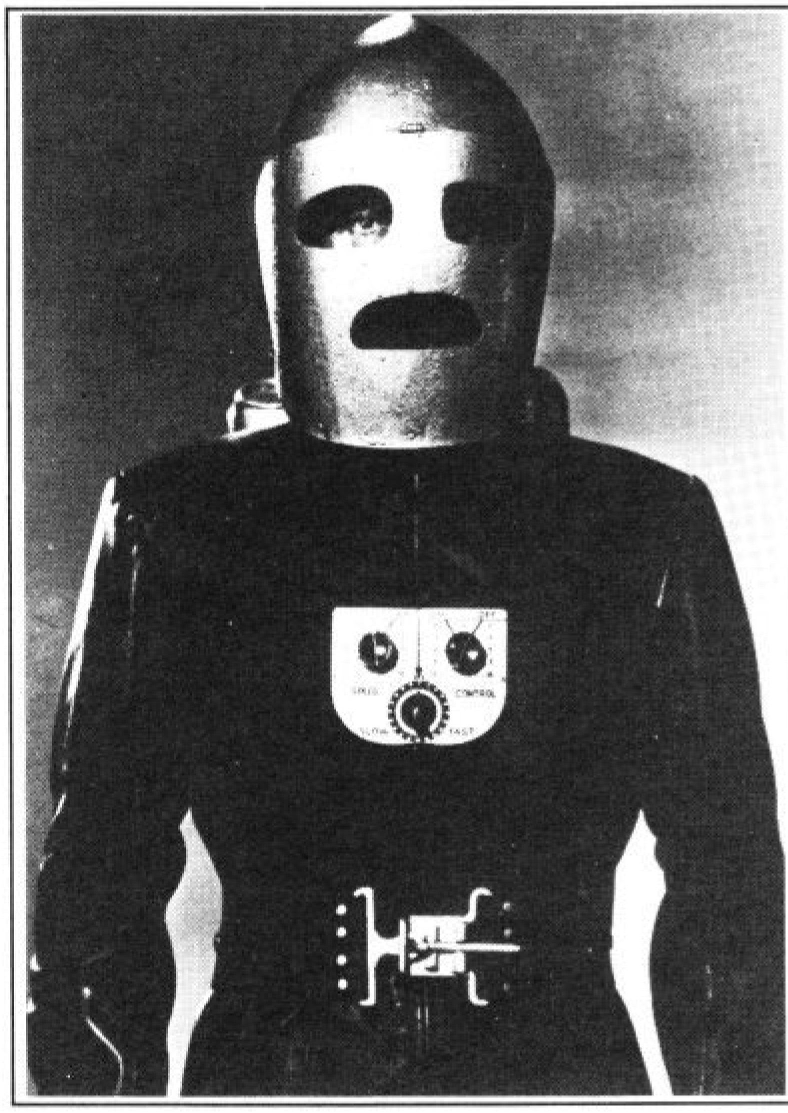
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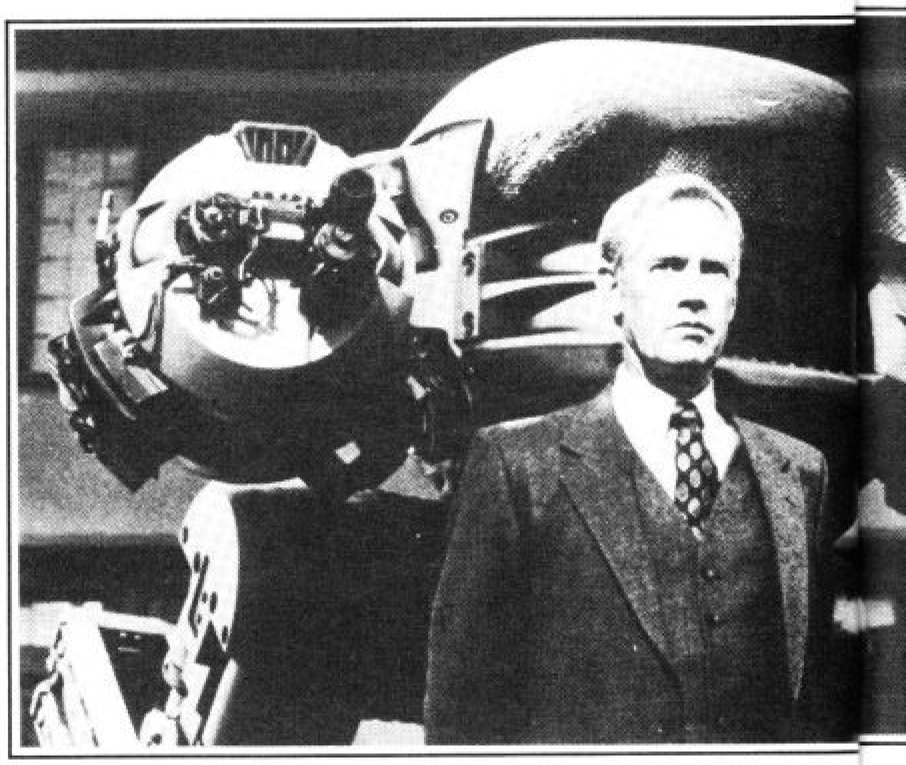
So you think you're a pretty mean dude, eh? Reckon you're the baddest young brother on the games scene, and can wipe out all opponents when it comes down to hard-nosed games playing knowledge? Well being a CU reader, you probably are, but if you have any nagging self-doubts, try yourself out on this little quizette. Here come the questions:

SECTION ONE: EASY AS PIE

1. *Bubble Bobble* was released on the 64 by Firebird, but who produced the coin-op?
2. Rainbird's *Starglider* features speech sampled from which Telecomsoft sweetie?
3. Name any three of the five cars featured in *Test Drive.*
4. What musical instrument does *Microrhythm* simulate?
5. If you were to play all the events in *Winter Games* in order, which one would you play last?
6. Name three members of the ball family from *I Ball.*
7. Which Tory MP did Domark license for an adventure game?
8. Who wrote the music for the original of *Wizball*?
9. What 2000AD licensed game featured 'reflex'?
10. What's the name of the commando in *Commando*?
11. What game would take you to Skara Brae?
12. Who programmed *The Sentinel*?
13. *Beach Head II* has been re-released on which budget label?
14. In what game might you become 'it'?
15. What is the name of the computer in *Mercenary*?



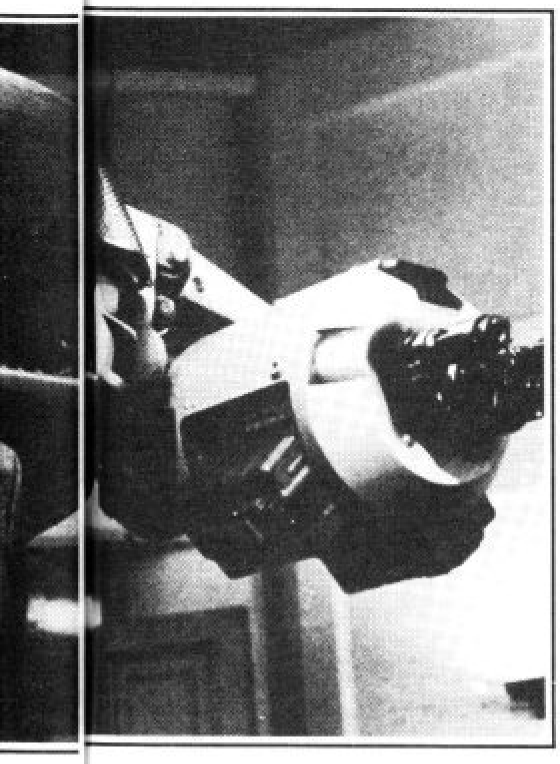
(a) This man is a nobhead — he also appears in one of the year's slickest games. Name the game and the software house who released it.



SECTION TWO: GETTING TOUGHER

16. In what game would you collect Ryo?
17. Who programmed *BMX Kidz* for Firebird?
18. Name the two aircraft carriers in *Carrier Command.*
19. Who said 'Destroy him my robots'?
20. Name the two programmers of *Elite.*
21. How many editions of *Leaderboard* have there been?
22. Where is a tree worth one and a boulder worth two?
23. What does LCP stand for?
24. "Go home to your mother!" Where would you hear this?
25. Who published *The Fourth Protocol* the game?
26. What was the first F-16 simulation called?
27. What game preceeded *Entombed*?
28. What was Jeff Minter's only game for Hewson called?
29. Where might a 576, an 883 and an 001 be found?
30. What are the aliens in *3D Lunattack* called?

CRUCIAL QUIZ



SECTION THREE: AAARRGGHH!!!

31. Who are you in *Seaside Special*?
32. Who endorsed *The Way of the Exploding Fist*?
33. Which nuclear power station did Cosmi 'license'?
34. *'It tolls for thee'*. For which game was this the slogan?
35. In *Ghostbusters*, what could you suck up with the vacuum cleaner?
36. What job did Stringer do?
37. Who was Wally Week's youngest son?
38. What was the highest rating possible in *Starion*?
39. What coin-op inspired *Hellcat Ace*?
40. What was the name of the KP Skips game?
41. Who released *Stealth* and *Karateka*?
42. What was the female member of the Enigma Force called?
43. Who was *Trashman* released by?
44. What weapon did Roland carry in the Ocean game?
45. Who was your enemy in *Tir Na Nog*?

(b) Name the mean machine in the background.

(c) How many times has this man been licensed?



THE CU CRUCIAL QUIZ ANSWERS

1. Taito
2. Claire Edgeley
3. Lamborghini Countach, Ferrari Testarossa, Lotus Turbo Esprit, Chevrolet Corvette, Porsche 911 Turbo.
4. Drums
5. Bobsled
6. Terry Ball, I Ball, Lover Ball, Glow Ball, No Ball
7. Jeffrey Archer
8. Martin Galway
9. *Slaine*
10. Super Joe
11. *The Bards' Tale*
12. Geoff Crammond
13. Americana
14. Gauntlet II
15. Benson
16. *Samurai Warrior*
17. Jo Bogar
18. ACC Epsilon and ACC Omega
19. Elvin Atombender
20. David Braben and Ian Bell
21. Five
22. In *The Sentinel*
23. Little Computer Person/People
24. In *Combat School*
25. Century Hutchinson
26. *Flight Pilot*
27. The Staff of Karnath
28. *Iridis Alpha*
29. *In Paradroid*
30. The Seiddabs
31. Radium Rodney
32. Geoff Thompson
33. *Chernobyl*
34. *Master of the Lamps*
35. Roamers
36. Newspaper Reporter
37. Herbert
38. Creator
39. *Red Baron*
40. *Clumsy Colin Action Biker*
41. Ariolasoft
42. Sevrina
43. New Generation
44. A Glue Gun
45. The Sidhe

Caption questions

(a) Mirrorsoft, *Rocket Ranger*; (b) ED 209; (c) three.

YOUR RATING (Scoring one point for each correct answer)

0–10 Don't tell me, you're an Oric owner. With a pitiful score like this you definitely need some serious revision. Take out a subscription to CU post haste, and if there's no change after a year, take up train spotting!

11–30 Hmmm, pretty average, but you're certainly not as def as you think you are. You're obviously not reading CU thoroughly enough. B Minus.

31–45 Oh Wow! you certainly know your onions when it comes to software. You've obviously been a CU reader for many eons, and have had the good sense to boycott other, less informative publications. Go to the top of the class (and buy some swell-reducing ointment for your ego as soon as possible.)

tommy's TIPS

IBM clone

● The reason I wrote to you is because of my Father. He has been trying to get a computer that is IBM compatible. So when I told him about the Amiga 2000's and 2500's capabilities, he became interested. What I want to know is:
1 Is the Amiga totally compatible with the IBM down to the last word?
2 If not do I need to buy any hardware or software to make it so? At the moment I am stuck with a crummy C64 that I am totally bored with. I have over 100 games stored on disk. Whenever I get a new one it only lasts me about a day. Please can you help me!
Scott Philippe,
Mt Pleasant
W.A. 6153
Australia

Neither the Amiga 2000, nor the 2500 are actually IBM compatible as purchased. Rather like the infamous Side-car for the A1000, you have to add an IBM-computer-on-a-board which can then run IBM programs. There are two such boards available for the 200 series called 'Bridgeboards'; an XT-compatible board (A2088) which is actually available, and an AT-compatible board which I have never actually seen, but which is rumoured to be coming. Since the basic 2000 does not come with a hard disk you would need one to do any serious work (and since, at present anyway, you have to partition the MS-DOS part and the Amiga part separately, you really need something like a 30 Mbyte disk). You may also need to add a 5.25" disk for IBM software. All this adds about £700-£800 to the base price of the Amiga.

If you really need both machines, an Amiga and an IBM compatible in the same location then this is a sensible move, otherwise you might be better off going for an XT or AT clone plus an Amiga 500. At least that way you can use both machines at the same time (in theory you can with the 2000 and a bridgeboard, but with only one keyboard this can be a little tricky!).

The other thing you have to bear in mind is expansion. An IBM clone can be easily expanded with new boards, e.g. graphics, extra printer/serial ports, modem etc. With a 2000 there are a total of four slots for the IBM part, but some of these may be taken up with disk controllers and a video card (if using a second monitor) leaving it very limited in comparison. As for total compatibility down to the last word, not even IBM's own range of machines is that compatible and the golden rule is always check that the software you want will run on the machine BEFORE you buy it. You may get some problems with peripherals which are shared between the two systems, such as a printer or modem, so do check with the dealer first.

Don't interrupt

● Please help me. My parents have put me in a strait-jacket until my shrink says I'm sane. The only way can regain my sanity is if I get my interrupt routine done. . . .

I need help with a subroutine to put the 'Y' locations of all 8 sprites in order from the lowest numbers to the highest, plus a co-responding number from which I can generate the sprite numbers. eg If S1 is at (Y) #$A0 and S2 is at #$80 in mem will be 80,S2,A0,S1 etc.

Sounds pretty easy, right? The problem is that it needs to be fast. Like about 20 or 30 raster lines fast. (I've got lots of other stuff in the routine as well). I've only managed to get it down to nearly half a scan which is far from acceptable.

Also can you tell me how to generate op codes for a m/c monitor without storing the whole in memory?

Please help me quickly as my nose is getting very sore from typing.
David Pevreal,
Watford,
Herts

Basically, you are trying to do a sort of 8 values and store pointers in approximately 1.8 msecs — a pretty tight order if you count up the number of clock cycles required for the necessary op codes. Also it is difficult to do something like this out of context without knowing what else you are trying to do (and more importantly, where!). You also haven't said how you are trying to do it at the moment, so I will offer a few pointers in case you have overlooked something.

Firstly, are you absolutely sure it is necessary to sort the values into order? Before you scream again, let me explain. Since you have to scan the sprite registers in order to sort them, why not use that scan when you actually need the data and compare the values with a reference.

Secondly, if you must sort, are you using zero page addresses for storage? This can have a dramatic effect on the number of clock cycles needed for a given instruction (eg CMP on a zero page addr is only 3 cycles, on an indirect offset address it is 6). If you store all the 'Y' register values in zero page addresses at the same time as updating the sprite register addresses this could save some time when checking the values as you wouldn't be reading high memory addresses on the sort.

Finally, have you tried pre-sorting the values as you update? Instead of sorting the values, with a pointer to the sprite concerned, just insert the pointer in a list in order of display (eg 3,2,6,1,5,0,4,7). When one sprite moves, the chances of it changing position with more than one other sprite is small. This can prove faster than actually re-sorting all the values each time you change the 'Y' register value.

A little lateral thinking can often be better than just trying to do one particular method faster. I am not quite clear in your second query what you are asking. Surely the whole object of a m/c monitor is to examine what you have got stored in memory at a given location and be able to alter it as required. If you are writing your own m/c monitor then there is nothing to stop you storing the mnemonic table on a disk file, but you will still need the lookup table in memory in order to translate the numeric value into the required opcode.

DTP

● I have had my C64 for 10 months now and am now upgrading to an Amiga A500.

I would like you to tell me of any good quality desktop publishing packages for the A500 between £50-£100 — also ones that allow graphics.

Secondly printers. Tell me, please, your views of these printers: Citizen/Commodore 120D, Philips full colour printer, Okimate 20 colour. Star LC10L colour. Which is the best? Why? Please tell me about them. Can they do graphics?

I will have £600-£700 to spend, so could you please answer all my questions.



"Watch out, lads, this problem's a big 'un . . ."

Mich Lysons.
Widnes, Cheshire.

There are several DTP programs that fall into your price range; Delux Print from Electronic Arts at £79, ProWrite 2.0 (which allows the inclusion of graphics into a WP text) at £85 and Publisher Plus at £99-95. There is also a cheaper one at only £25, Home Publisher from Hi Tec. Of all these I would personally rate Delux Print as the best value for money, provided it has all the features you need.

As for printers, the Citizen 120D is good value as a low cost dot-matrix, but isn't really in the same league as the others you mention. Likewise, the Okimate-20 is a superb little printer for producing colour pictures, but falls down in both terms of quality and speed when producing ordinary text. The other two are able to produce both colour graphics and good quality text. I haven't used the Philips printer, but I have used the Star LC-10. You could not go far wrong with this one, even with the price increase after the EEC levy. The colour version works well with the Amiga, has acceptable NLQ text with a range of selectable fonts, a paper parking feature (allows the use of cut sheets without removing fan-fold paper) and has a large range of functions for such an inexpensive printer. You would also get plenty of change from your money since the Star LC-10C retails at only £300.

You should note that with any of these printers you won't be getting publishing quality graphics (although the Okimate-20 is pretty good), but you would need to spend over £1000 to get a vast improvment over the ones mentioned. Printers such as the HP Paintjet (£1144) or the Xerox 4020 colour printer (£1374) would knock your socks off with the quality of their outputs, but at a premium cost.

Set-up

● I would like to buy a Commodore 64, a disk drive, a printer and a colour monitor. I can spend up to five hundred pounds. Could you please give me some advice on which ones would be best and most compatible to each other. I would be very greatful for your help.

Knut Onipede,
London NW3.

With £500 you are going to be hard pressed to squeeze in that lot, although if you can manage without the colour monitor you can just do it. You can pick up one of the 64 'packs' for around £149, an MPS 1200 printer for around £190 and an Accelerator+ disk drive from Evesham Micros for £160; all that comes to approximately £499.

Since a colour monitor, even a 40 column one, is going to cost at least £200 you will have to make do with a colour TV at least in the short term. Since the 64 only uses a 40 column screen this is not the disaster it might seem since most modern TVs have quite an acceptable display at this resolution.

You can pick up a s/h colour portable for around £100 if you really can't steal the family TV, or how about renting a second set? The above configuration will all work together, is about the cheapest you can get, and if you get the 64 'pack' will provide some games as well. You might be able to reduce the above price slightly if you can get a 64 on its own without the cassette recorder or the extra games, but these are a bit thin on the ground.

Tommy's TIPS

LOCATE STD CODES rapidly, use TELECODE FINDER, usable with/without GEOS. For C64 and C128. Fully documented. £8.00 inc p&p. ESOTERIC, Dept (300), 15 Lanmoor Estate, Lanner, Redruth, Cornwall TR16 6HN.

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AMIGA USER WANTS PENPAL. I am 14 years old. Please write to Glenn Phillips, 69 Stanniland Street, Pakuranga, Auckland, New Zealand.

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CU

OCTOBER RESULTS



Did you know the name of Batman's butler? Well it seems as if every reader who did sent an entry to this compo. It was so easy that in fact it was one of the first competitions we didn't receive a wrong answer to. Well done to those who won a copy of the Dark Knight graphic novel and commiserations to those who entered and failed.

A copy of the book will be at this moment winging its way to these guys. Stevel Lounds, Eastwood; Gareth Graham, Ayrshire; Dave Lingwood, Surrey; Neil Wray, N. Yorks; M Sharpe, Peterborough; Richard Tinworth, Whetstone.

VIRUS COMPO

Koff, koff, argh, vomit, puke, choke. It's that time again when we ask you to name that virus! The first question in our sicko virus compo was who was responsible for the first Amiga virus? *Buzzz.* Er the Swiss Cracking Association? Correct. Next question. What disease was responsible for killing thousands of seals? *Hoot.* Dillon's syndrome? Close, but wrong. It was in fact canine distemper. What illness caused the death of two of the beebs employees earlier this year? *Parp.* Er, um, Legionnaires Disease? Correct. And your starter for ten. What complaint left Nigel Mansell and Mick Jones out of action this summer? *Phart*! Pox, sorry, chicken pox.

Congratulations to Stephen Crabtree from Bradford, you've won yourself a portable CD player and these ten runners up each get a copy of the Firebird game *Virus.* Paul Mclauchlan, High Wycombe; Sam Comley, Crewe; Christian Rowan, Matlock; Nik Goddard, St Leonards; Neil Wray, Malton; Mr R Wright, Nottingham; Bruce Humby, Wimborne; Jason Davies, Shrewsbury; Anthony Barker, Fareham; D W Taylor, Oldham. That's all from Name That Virus this week.



FOOTY COMPO

Gooners! Gooners! with Arsenal heading for the top of the league *(leave it out! Ed)* a football compo seemed most apt, especially since we had an exclusive on *Microprose Soccer*, even though there weren't any questions about the Red and White army.

The chance to win two season tickets for a team of your choice obviously seemed like a popular choice of prize matter, since the amount of entries we received was absolutely phenomenal, but I can't sit around here all day telling you how wonderful you all are — instead I must perform my duty as competition minion and inform you of the winners: Two season tickets to Sheffield Wednesday (who!!??) are destined for the wallet of Nicholas Cox from Barnsley. A football autographed by the entire England squad and kicked by Mike Pattenden *(only a bit, honest! Ed)* goes to Robert Potter from Yorkshire. And 25 runners-up prizes of *Microprose Soccer* go to: David Blay, Chingford; Matti Kennedy, Cornwall; Richard Walker, Dudley; Gregory Brechin, Oxford; Mr Ian Codewood, Leeds; Glyn Ababio, Walthamstow; Neil Skinner, Sheffield; R.P. Popazoglou, Welling; Mr P Shizlerr, Orkney; Peter Fifer, Harrow; Tarquin Belabos, Birmingham; Gordon O'Dowd, Herne Bay; Harry Wilurby, Oxon; John Rilper, Plymouth; Brian Budge, Ilford, Essex; Paul Wikker, Steeples Mede; R Monk, Shepherds Bush; Billy Prior, Norwich; V Pratt, Reading, Bucks; T Astworth, NSW Australia; D Jones, Aberdeen; M Griffiths, Cardiff; D Stubble, Hull, N. Humberside; Alan Bunnett, Liverpool.

WARHAMMER COMPO

Back in the October issue of CU, just past the contents page in the second page of Nick Kelly's Buzz was the chance of a lifetime offer to win a complete Warhammer set plus a Fantasy Battle book. And it was so simple even I could win (if I weren't working for CU) — all you had to do was send in a postcard with your name and address on, get picked and sit back and wait.

And the lucky five who'll never be bored again are. Stephen Ashby, London; M Mascarenhas, East Finchley; Tim Jelves, Leicester; L D Fletcher, Halifax; Jonathan Williams, Mid Glamorgan.

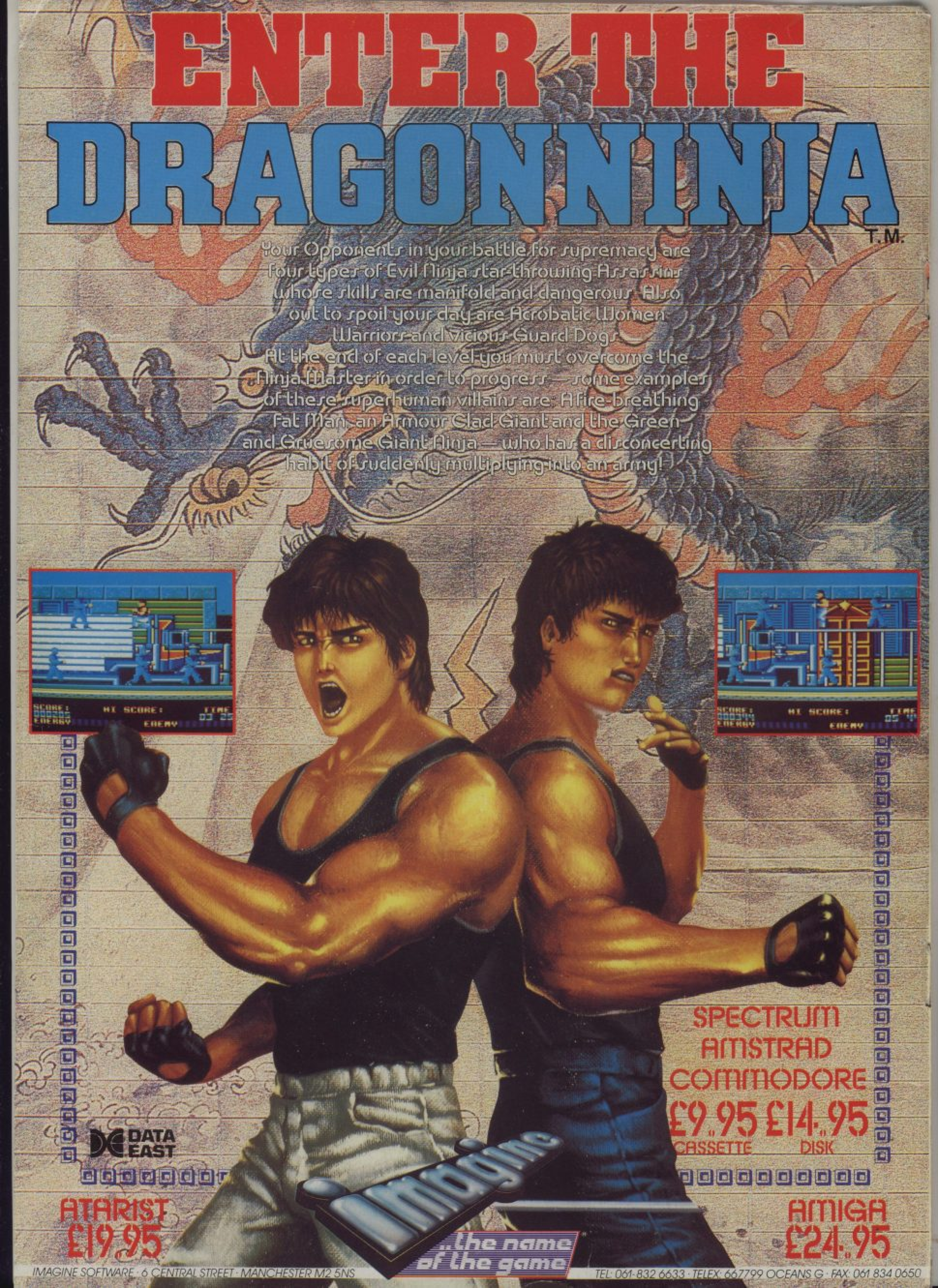
And that concludes the voting for Sweden.

TRIAD COMPO

Well, ahh so and luv a peking duck. The quessies on this compo were all based around info gleaned at our local Chinese take-away. Interesting fact number one, Wan Kilo is *not* a soup. Dim Sum is a range of snacks served at lunch or afternoon tea (ooh how posh), the pan is a Wok and a lychee is a fruit.

Hence an Amiga complete with monitor and Triad based software go to . . . (brief pause for effect) Andrew Milner from Berkshire. Congratulations Andy and keep cookin'.


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